STAR WARS
REBELLION

GAME MANUAL

EVERYONE
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STAR.WARS
REBELLION™
GAME MANUAL

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The recent victory over the Empire has garnered support for the Alliance. However, the Empire still has a stronghold over many of the systems in the galaxy. Your destiny is to take over where the destruction of the Death Star left off. Seek control of more systems to solidify your position and strengthen your resources. Strike at the heart of the Empire: Capture the headquarters at Coruscant, Darth Vader, and the evil Emperor Palpatine himself. Accomplish these tasks and you will emerge victorious. The Force will be with you.

The aggravating but ultimately ineffectual members of the pitiful "Alliance" have secured a minor victory in the destruction of the Death Star at Yavin. Nonetheless, their numbers are few, their influence is scattered, and their defenses are weak. Now is the time to strike back. Increasing our control throughout the galaxy will contribute to the resources we need to expand our forces, and, possibly, rebuild the Death Star itself. Attack the heart of the Alliance directly and without mercy. Destroy its headquarters, and capture its leader—Mon Mothma, and that perennial thorn in our side—Luke Skywalker—and you will triumph.
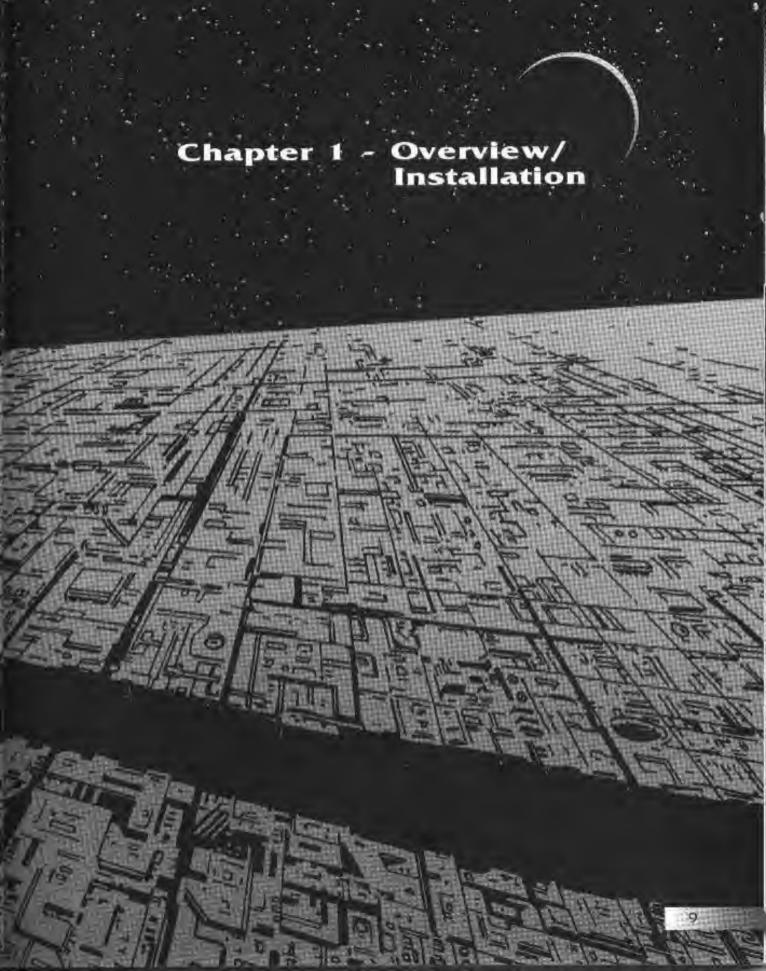
STAR.WARS
REBELLION

Chapter 4 - Tactical

Chapter 7 — Head-to-Head Games

Chapter 1 - Overview/ Installation

Overview

Star Wars Rebellion™ is a grand strategy game in which you take the control of either the Galactic Empire or the Rebel Alliance, managing resources, directing key characters, and assembling fleets from a master Command Center. This game is set in the familiar *Star Wars* universe, and takes place shortly after the destruction of the original Death Star at Yavin.

Much of the action in **Star Wars Rebellion** takes place on a galactic level; you vie for control of systems, and use the resources from the systems you control to build up your forces, including your fleets.

When your fleets encounter those of your opponent over a system, **Star Wars Rebellion** turns from a grand strategy game to an exciting tactical one. In the tactical portion of the game, you exercise direct control over your fleets in battle, telling your capital ships and fighters which enemy ships to target and which maneuvers and missions to perform.

To win **Star Wars Rebellion**, you must coordinate the resources at your command to fulfill the game's specific victory conditions: capturing or destroying your opponent's headquarters and capturing and holding your opponent's two top characters.

Victory Conditions

Although defeating the opposing side in battle and increasing popular support throughout the galaxy will aid in winning the game, there are specific victory conditions you must fulfill in order to be the winner. These conditions are different for the Alliance and the Empire.

The player controlling the Rebel Alliance must:

✦ Capture and hold Imperial headquarters at Coruscant.
✦ Capture and hold the following key characters of the Empire:
  • Emperor Palpatine
  • Darth Vader

The player controlling the Galactic Empire must:

✦ Locate and destroy Alliance headquarters.
✦ Capture and hold the following key leaders of the Alliance:
  • Rebel leader Mon Mothma
  • Luke Skywalker

About This Manual

This manual is designed to get you up and running with **Star Wars Rebellion** as quickly as possible. This manual assumes no prior strategic or tactical gameplaying experience, nor does it assume you are a Windows 95 expert. The manual has five chapters, mapped out as follows:

✦ CHAPTER 1 continues with an overview of the game's key concepts. **Star Wars Rebellion** is a richly complex game, and to get the most out of it you need to have a grasp not only of these basic concepts but how they interrelate. This chapter also covers the setup and installation procedure for the game.

✦ CHAPTER 2 is a tutorial consisting of five "mini-missions." After you finish working through this chapter, you will have a good understanding of the game's controls and interface.

✦ CHAPTER 3 covers the strategic game's interface, features, and icons in complete detail, including the game's key commands. You should read this chapter through at some point after you're comfortable with the game to make sure you're aware of all of the game's features. As you continue to hone your skills, keep this chapter on hand as a reference.

✦ CHAPTER 4 covers the tactical mode of gameplay. **Star Wars Rebellion's** tactical game offers its own complement of exciting play possibilities.

✦ CHAPTER 5 covers head-to-head game play, so you can play **Star Wars Rebellion** against another person over a LAN, Internet, modem, or serial (null modem) connection.

Following is an overview of the game and **Star Wars Rebellion's** key concepts.

Popular Support and System Control

The setting for **Star Wars Rebellion** is a galaxy made up of *sectors*. Each sector contains 10 planetary systems. (We'll call them simply "systems.") Systems can be either unoccupied, neutral, controlled by the Galactic Empire, or controlled by the Rebel Alliance. The *core* systems (those at the center of the galaxy) are inhabited, have

established infrastructures, and generally have more resources than Rim systems. The **Rim** systems are those on the Galactic Rim which are unexplored at the beginning of the game. Most Rim systems are uninhabited; the few that aren't usually do not begin with as large an infrastructure as the core systems.

Controlling systems is a key concept in **Star Wars Rebellion**. *Control* allows you to freely move forces to a system and to give orders to the facilities on that system. Each system in the galaxy contains valuable resources, which you can only use if the system is under your control. You can tap resources from each system that you control.

Popular Support is the measurement of a local populace's loyalty to your side. You can control a system by swaying the loyalty of a system to your cause. If a system is not loyal to your side, you can use force and place troops on it to take control of it. How-

ever, systems that you take control of with troops may go into uprising.

Manufacturing and Production

Systems have *raw materials* you can mine and refine to support your manufacturing efforts, and to maintain your troops and ships. *Mines* draw raw materials from systems. *Refineries* convert the raw material you've mined into refined material. Refined material is used by manufacturing facilities to build units.

Examples of manufacturing facilities and what they produce are:

+ CONSTRUCTION YARDS: Build mines, refineries, system defenses, and other manufacturing facilities.
+ TRAINING FACILITIES: Build troops and Special Forces.
+ SHIPYARDS: Build ships to strengthen your fleets.

The combination of mines and refineries gives you *maintenance capacity* to build and maintain new items. Maintenance capacity is a measure of your ability to provide support for all your units (like fuel, food, ammunition, replacement parts, etc.). If you don't have the capacity to maintain all your units, some of them will have to be removed.

Star Wars Rebellion is a multifaceted game, and manipulating your resources to best use is one of the key challenges you'll face.

Characteristics of Each Side

In **Star Wars Rebellion** you choose to take charge of either the Galactic Empire or the Rebel Alliance. Each side has distinctive characters, such as Darth Vader and Luke Skywalker. Although both sides have at their disposal an arsenal of ships, troops, and Special Forces, the specific types and numbers available of these units depend on which side you're on. If you're playing the Empire, you can build legions of ominous stormtroopers. The Alliance, on the other hand, might fill its fleets with X-wing fighters like those used to destroy the Death Star in the film *Star Wars*. The Galactic Empire rules as ever with an iron fist. If you're on this side can you attempt to assassinate your enemies, or—if your resources are sufficient—rebuild the mighty Death Star itself.

Characters

One of your most important resources is the *characters* at your disposal. The characters, drawn from the *Star Wars* films and novels, have different strengths and abilities. One key

to winning the game will be learning how to use your characters to their best advantage.

You might send Princess Leia on a Diplomatic mission to sway a neutral system. Han Solo, on the other hand, would be better suited to lead an Espionage mission. You start the game with about seven characters on your side. As the game progresses, you can recruit more characters to your cause. There are 60 characters in all: 30 on each side.

Elements of Conflict

Battle is inherent in **Star Wars Rebellion**. Conflict with your opponent can occur between a fleet and a planet's defense forces or between two fleets in orbit above a system. To succeed in the game, you need to learn how the various offensive and defensive components interrelate.

- TROOPS are military personnel such as Fleet regiments and stormtroopers. They can be either ground-based or assigned to fleets.
- DEFENSIVE FACILITIES protect systems by shielding them from bombardment or by firing on enemy fleets in orbit.
- FIGHTERS are small, maneuverable ships that can attack other ships.
- CAPITAL SHIPS are large ships suited for battle, bombardment, carrying fighters, or transporting troops, or some combination of these abilities.
- CHARACTERS are personnel at your disposal for missions and command assignments. Some characters are well-qualified to assume command of fleets, ships, and ground troops.
- SPECIAL FORCES are personnel you build at training yards that can each go

on limited types of missions such as Espionage, Sabotage, and Abduction.

+ FLEETS are primarily composed of capital ships, fighters, troops, and characters. You draw fleets together from these disparate components, recombining your fleets in response to your opponent's moves or your own desire to expand the territory you control.

Star Wars Rebellion's Tactical Game

There are two primary modes to the game: *strategic* and *tactical*. Strategically, you want to gain broad support across the galaxy, bring systems under your control, apply your resources to optimum advantage, and build up the fleets you need to satisfy the game's victory-conditions. Eventually, however, you'll encounter the opposition in battle, and when that happens you'll have the chance to test your tactical admiralty skills.

You can enter the tactical game mode when your fleet meets your opponent's fleet in orbit above a system. You view both forces within a 3D wireframe holocube. You give the capital ships and fighters in your fleet direct orders concerning which maneuvers to perform and which enemy ships to target. In tactical mode, you are the admiral.

Game Automation

You can automate many aspects of **Star Wars Rebellion**. For example, if you don't like taking command in battle, you can have the game simulate the results. Or, if you get tired of handling details such as garrisons and production, you can turn that responsibility over to your *agent droid*, IMP-22 or C-3PO. Be aware, however, that your agent will not necessarily play better than you would, and in fact, may manipulate resources differently than you would prefer.

Head-to-Head Play

Star Wars Rebellion is a challenging game to play against the computer. But it can be even more fun against another person in a two-player game. **Star Wars Rebellion** offers four ways for head-to-head gameplay:

+ Across a local area network (LAN, IPX or TCP/IP).
+ Over the Internet.
+ Across a direct-dial modem connection.
+ Via a null modem cable.

Next Up

This overview gave you a brief explanation of the key concepts of **Star Wars Rebellion**. There are many details to explore. The next section explains the game's installation and setup.

Installation Instructions

1 Close all open windows and programs.
2 Insert the **Star Wars Rebellion** CD in your CD-ROM drive.
3 If Autoplay is active on your system, the **Star Wars Rebellion** Installer will appear. (Fig. 1.1)
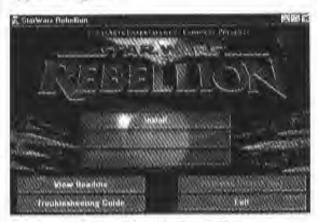
FIG. 1.1 INSTALLATION MENU

If Autoplay is disabled, and the game's Installer does not appear when you place the CD-ROM in the drive, then you will need to open the Installer manually. To do this: Double-click the **My Computer** icon, then double-click the **CD-ROM** icon in the window that opens. Double-click the **Autorun.exe** file to open the **Star Wars Rebellion** Installer. The Installer has the following options:

✦ INSTALL: Install the game on your hard drive. If you have already installed, the button changes to Reinstall.

NOTE: Reinstall the game if any components were deleted from your system after you installed, if a file was damaged during the original install, or if you want to change the installation size. (For instance, you selected Minimum the first time, now you want Maximum.)

- PLAY: Play the game after installing.
- UNINSTALL: Remove the game from your system.
- VIEW README: We strongly suggest you open the Readme to view the most up-to-date game information.
- TROUBLESHOOTING GUIDE: See the Troubleshooting Guide for detailed installation and troubleshooting tips.
- INSTALL DIRECTX: Install DirectX 5.0 on your system if you don't have it there already. Re-install DirectX 5.0 to update drivers or to replace drivers that may have been moved.
- EXIT: Return to your desktop.

4 To install, click the **Install** button. Follow the onscreen directions

5 Choose the destination for the **Star Wars Rebellion** installation. The default **Star Wars Rebellion** directory is: C:**Program Files\ LucasArts\Star Wars Rebellion.** (The letter of your hard drive may be different.) If you want to install the game to a different location, specify a different drive and directory name.

6 Choose an installation type: Minimum, Typical or Maximum. (Typical is the default.) Click **Next.** Files will begin to copy onto your system.

7 You'll be given the option to create a series of shortcuts. Creating these shortcuts will

make it easier for you to find and start the game, and will give you easy access to such items as the LucasArts Web page on the Internet. Click the checkboxes to deselect any shortcuts you don't want. Click **Next**.

8 Setup will create a **Star Wars Rebellion** program folder in the Windows Start menu for the program icons. Click **Next** to choose the default name and location (**LucasArts\ Star Wars Rebellion**), or you can create a new folder or select an existing folder, then click **Next**.

9 If the game is successfully installed, you will see a Setup Complete screen, and you'll be given a chance to view the Readme.

10 After installing **Star Wars Rebellion**, you will be asked to install Microsoft's *DirectX 5.0*, which is necessary to run the game. If you have not installed *DirectX 5.0* on your machine before, then you will be prompted to do so. If *DirectX 5.0* is detected on your system, the checkbox to install it remains empty. Click **Finish** to complete setup.

11 Now you are ready to play **Star Wars Rebellion**.

IF YOU HAVE TROUBLE INSTALLING

If you are having trouble installing the game, see the Troubleshooting Guide for more detailed installation and troubleshooting tips. To access the Troubleshooting Guide:

1 Double-click the **My Computer** icon.

2 In the window that opens, double-click the icon for your CD-ROM drive. This opens the **Star Wars Rebellion** Installer.

**3** If Autoplay is active on your system, the **Star Wars Rebellion** Installer will appear. If Autoplay is disabled, and the game's Installer

does not appear when you place the CD-ROM in the drive, then you will need to open the Installer manually. To do this: Double-click the **My Computer** icon, then double-click the **CD-ROM** icon in the window that opens. Double-click the **Autorun.exe** file to open the **Star Wars Rebellion** Installer.

4 From the Installer, select Troubleshooting Guide.

Running the Game

1 To run the game, insert the **Star Wars Rebellion** CD into your CD-ROM drive.

2 The game's Launcher (Fig. 1.2) will appear automatically when the **Star Wars Rebellion** CD is inserted if Autoplay is active on your system. Select **Play** from the Launcher.

3 If Autoplay is disabled, double-click the **My Computer** icon on your desktop, then, in the window that opens, double-click the icon for your CD-ROM drive, and the Launcher will appear. You can also play the game by selecting the **Star Wars Rebellion** shortcut from your Start menu.
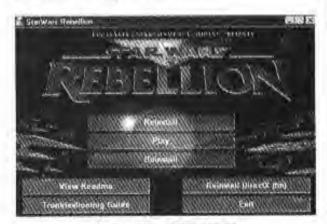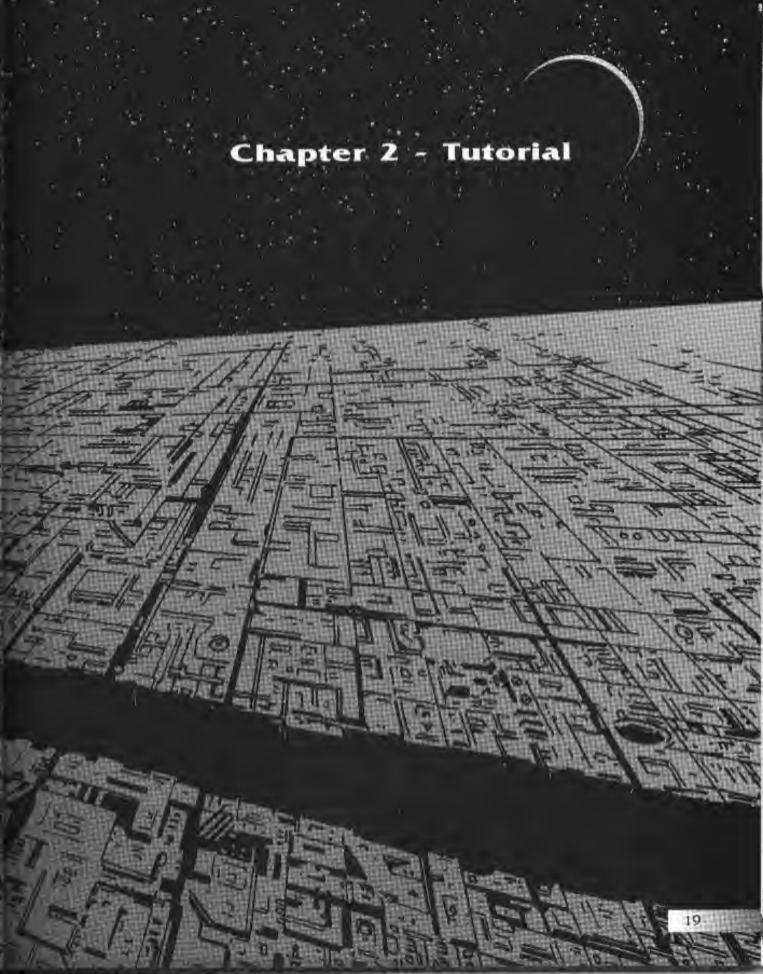
FIG. 1.2 LAUNCHER MENU

Chapter 2 - Tutorial

Star Wars Rebellion is a vast game. Wresting control of a galaxy is an exciting and fun job, but there are a lot of details. Because there are so many strategic and tactical components at your disposal, there are many controls and displays you need to learn how to use. This tutorial is made up of mini-missions that will walk you through the game step by step, teaching you how to manipulate the individual controls, how to evaluate the results on both a system and galactic level, and, finally, how the various aspects interrelate.
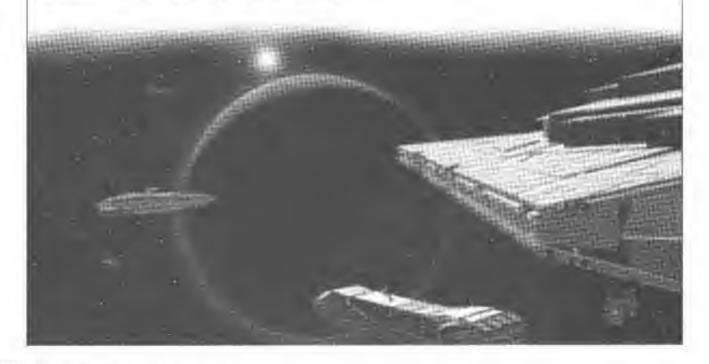
Throughout this chapter, screenshots illustrate how the game proceeds. These screenshots may not match your screen exactly; however, part of the challenge of **Star Wars Rebellion** is that the game begins differently every time you play.

NOTE: *Star Wars Rebellion is a real-time game, not turn-based like most strategic simulations. That is, while you are evaluating*

your systems and making your moves, your opponent is also in action. During gameplay you may unexpectedly encounter the opponent. For the purposes of this tutorial, don't worry about that. If you suddenly find yourself under attack, the Battle Alert screen appears (Fig. 2.1). Click on the space noted below as Simulate Results, and don't be too concerned with the outcome. Focus now on learning the game, and save galactic domination for later.

Mini-Mission 1:

Start a New Game and Explore the Galaxy (Play as Alliance)

In this mini-mission, you will install the program, run the game, and learn how to examine the Galactic Information Display and the individual sectors.

1 Install and run Star Wars Rebellion.

Install the game following the instructions on page 15 and start the game. After a few moments the LucasArts logo, Coolhand Interactive logo and *Star Wars* historical background will appear on the screen.

As the game begins you are in a shuttle headed to either the Alliance or Imperial headquarters. This is where you set the parameters for each game (Fig. 2.2).

2 Set the parameters for a new game.

The standard size galaxy and easy challenge level are the defaults. For this tutorial, begin the game as the Alliance by clicking on the rotating red Alliance icon (Fig. 2.2). The shuttle will go to Alliance headquarters, depositing you in the Command Center. The Command Center is your main control screen (Fig. 2.3).

Click here.

Simulate Results: Click here to have the computer simulate the battle and report the end results. Don't worry about the outcome for now.

FIG. 2.1 BATTLE ALERT SCREEN APPEARS IF YOUR OPPONENT THREATENS YOUR FORCES.

Set game difficulty to easy (the default).

Set game difficulty to medium.

Set game difficulty to hard.

Start the game as the Empire.

Play the game across modem, network, or Internet with a human opponent (head-to-head play is covered in Chapter 5).

Set the size of the galaxy (default is standard).

Load a saved game.

View credits.

Start the game as the Alliance.

Headquarters Only Victory: Winner is the first to capture opponent's headquarters. This makes the game shorter than fulfilling all the victory conditions.

Exit

FIG. 2.2 SHUTTLE COCKPIT SCREEN

To skip the introductory graphics, click the mouse.

Dominating the display is a view of the galaxy in the main screen. This is the Galactic Information Display (GID). C-3PO, your faithful advisor, is on the right, commencing a briefing. R2-D2 gathers messages from throughout the galaxy, and informs you of troop movements, manufacturing results, research and development, and other events.

The galaxy is large. The smallest game size in **Star Wars Rebellion** has 10 sectors, with each sector containing 10 planetary systems. (The largest game size has 20 sectors.) The Control Panel—the buttons around R2-D2 —let you focus on a specific aspect of the galaxy, such as finding a specific system, character, or troop. If you want to know something about your side, there's probably a way to find out, and it probably will involve one of these controls.

The game has tool tips. To see what a control does or to find out what a display means, simply hold the mouse over the item for a few seconds and read the description that appears.

3 Listen to C-3PO's briefing.
C-3PO is your agent. His briefing gives you an overview of the galactic situation. As C-3PO talks, notice the location of key systems that he points out, the key goals you need to perform, and the events that you need to guard against. (To skip the briefing in the future, press the **ESC** key or click the left mouse button.)

After the briefing, the Display Message Index opens up to the Agent Advice tab. The messages under this tab make up your initial agent advice, a feature that gives you

Number of days since the game began

Legend

Game Speed and Pause Menu

Control Panel:
Most of the game's controls are here.

Message Alert bar

Click here to go to Game Options screen.

Galactic Information Display

Click here to change the Galactic Information Display state.

Agent droid can help you with some of the game's tasks.

Message droid keeps you informed of galactic events.

FIG. 2.3 COMMAND CENTER SCREEN

tips on gameplay and controls. To read a message, double-click on it.
NOTE: Agent Advice only appears in an Easy game. If you wish for advice in Medium or Hard games, you must enable Agent Advice on the Agent menu.
Like many windows in **Star Wars Rebellion**, the Display Message Index is modal, that is, you cannot do anything else in the game until you close this window. You can close the window by pressing the ESC key or by clicking on the **Close** button. The message screen will be discussed in the next mini-mission and will be covered in detail in Chapter 3.

4 Pause the game as you read ahead.
Right-click on the **Game Speed** control at the top of the screen and select **Pause** when

Right-click on the Game Speed control to bring up this menu, then select Pause.

the menu drops down. Pausing the game ensures that your opponent can't make any

moves while you take a break, peruse the manual, or try to absorb what's happening in the game. Of course, while the game is paused, you can't do anything either.

A paused game shows the following alert box (Fig. 2.4). Clicking the checkmark resumes game play; do this as soon as you're ready to continue.

Resume Game Play?

FIG. 2.4 PAUSE ALERT SCREEN

5 Experiment with the Galactic Information Display.
The Galactic Information Display shows a map of the galaxy. The default state for this display is Popular Support (Fig. 2.5).

On this display the larger a star is represented, the more a system supports the player's

Popular Support

The galaxy in a standard game has 10 sectors, each of which contain 10 systems, represented here by stars.
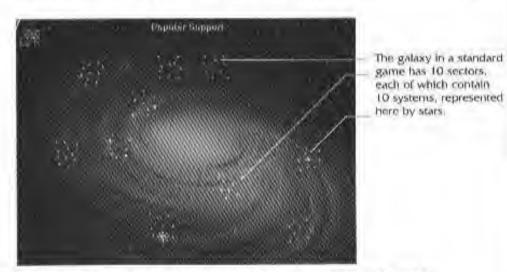
FIG. 2.5 GALACTIC INFORMATION DISPLAY HERE SHOWS SYSTEM BY POPULAR SUPPORT

side. Double-click on the legend to examine the representations of the stars in detail. *NOTE: Each side starts the game with several systems under its control. However, the loyalty percentages of each system can vary. Exceptions are Yavin and the Alliance headquarters, which always begin 100 percent loyal to the Alliance, and Coruscant, which always begins the game 100 percent loyal to the Empire.*

The color code indicates which side controls each system (Fig. 2.6). These color codes apply throughout the game, not just for the Popular Support display.

Blue: Neutral System
Green: The Empire
Red: The Alliance

Red with white highlight: Alliance headquarters
Gray: Unexplored system
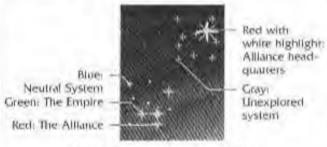
FIG. 2.6 CLOSE-UP OF GALACTIC INFORMATION DISPLAY

Note that a system can support your side even if it is controlled by your opponent. A large green star, for example, represents a

Energy Availability
Raw Material Availability
Mines
Refineries

Loyalty
Fleets
Personnel
Resources
Manufacturing
Defense
Display Off

FIG. 2.7 EXPERIMENT WITH THE GALACTIC INFORMATION DISPLAY. FOR EXAMPLE, CHANGE THE DISPLAY TO MINES.

system that is controlled by the Empire, but supports the Alliance. Move your mouse around the screen, and notice that as you pass over a sector, that sector's name appears.

You can change the display by clicking on the **Galactic Information Display** button on the Control Panel at the bottom of the screen. Sub-menus for this control let you change what the stars on the Galactic Information Display indicate, including loyalty, fleets, personnel, resources, manufacturing, or defense. For example, to see how your mines are distributed across the galaxy, you would highlight **Resources**, then click on **Mines** (Fig. 2.7). In this view, larger stars indicate one or more mines.

This galaxy-wide view is helpful for giving you a general indication of how things are going for your side. However, you also need to get more information about what's happening in those sectors, and what's happening in the specific systems.

6 Bring up a Sector window.

Select one of the sectors which has a good balance of Alliance, Empire, and Neutral

Click on a sector
(such as the one shown here).

systems. Left-click on the sector to bring up the Sector Display (Fig. 2.8). The Sector window contains images for all the systems in that sector, with icons surrounding the systems which give you more information or that you can double-click on to bring up more detailed windows.

NOTE: In Star Wars Rebellion and in this manual, a system is synonymous with planetary system and planet.

Sector name

Switch window to other side of screen.

System names

Note the colors of the icons and system names are the same as those in the Galactic Information Display:

Red Alliance
Green Empire
Blue Neutral
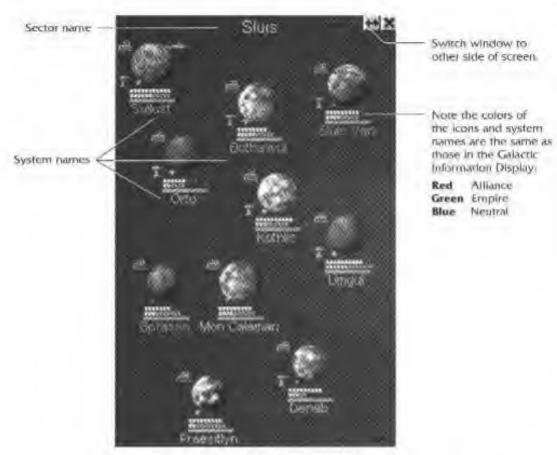
FIG. 2.8 A TYPICAL SECTOR WINDOW

A typical sector window is shown above (Fig. 2.8)

NOTE: This screenshot is representative of what the systems will look like on your screen, but the specific details will be different every time you play the game.

Below is an example of the display for a single system (Fig. 2.9). Below the system are readouts representing planetary resources and their availability. There is also a bar showing loyalty; you can see how strongly a system supports the Empire (green) or Alliance (red).

Used energy

Mined materials

Raw materials ready to be mined

Available energy

Percent loyal to the Empire (green)

Percent loyal to the Alliance (red)
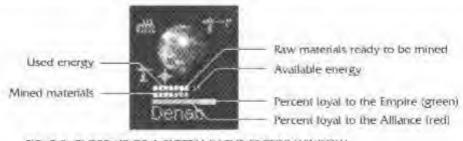
FIG. 2.9 CLOSE-UP OF A SYSTEM IN THE SECTOR WINDOW

Around the system may be icons that you can double-click on to gain further access to that system's controls.

MANUFACTURING: If a system has any manufacturing facilities, mines, or refineries, this icon gives you access to those facilities and resources.

SYSTEM DEFENSES: If a system has any troops or fighter squadrons assigned to system defense, personnel, or system-based defenses, this icon gives you access to those resources.

FLEETS: If the system has a fleet, you'll see this icon on the right side of the system.

7 Open and explore a system's Manufacturing and Production window.

Choose one of your systems that has a Manufacturing and Production icon at the top left of it. Double-click on the icon to bring up the Manufacturing and Production window (Fig. 2.10).

Double-click here.

NOTE: *You can have many system windows open at one time. To bring a window to the front, click on a visible part of the window that may be peeking from behind the top window(s). Alternately, you can cycle*

System name — Minimize button

Open Sector Button: Click here to restore Sector window for this system. — Close button

Displays image of any mines on system.

Manufacturing Tab: Shows number of shipyards, training facilities, and construction yards. From this screen you give manufacturing commands, and review status of units under production.

Displays image of any refineries on system.

Displays image of any construction yards.

Displays image of any training facilities.

Displays image of any shipyards.

This second number is number of construction yards in system and number of construction yards currently being built or deployed onto that system.

First number is number of construction yards in system.

Progress of current project, if any

FIG. 2.10 MANUFACTURING AND PRODUCTION WINDOW

through open windows using the *CTRL+TAB*
or *CTRL+SHIFT+TAB key combinations,*
or drag the top windows off to the side.

The leftmost tab, which displays by
default, tells you how many shipyards,
training facilities, and construction yards the
system has. If the system were currently
building something, this is where you
would see that project's progress. The other
five tabs give you graphic representations of
that system's shipyards, training facilities,
construction yards, refineries, and mines.

The Open Sector Window
button to the left of the sys-
tem name on this window
brings up this system's Sec-
tor window if it is closed.

8 Examine the system's resources, and analyze how they are being used.

Systems in **Star Wars Rebellion** frequently
have raw materials you can use by building
mines. To see the existing mines on a
system, click on the **Mine** tab.

Click here.

This screen (Fig. 2.11) typically shows
some combination of mines and raw materials.
The mines are mechanical units, and the raw
material looks like multicolored piles. In this
example, there are enough resources for nine
mines, three of which have already been built.
NOTE: You can also see this ratio of avail-
able raw materials to mines in the Sector
window. Look at the yellow and red status
bar below the system (Fig 2.12).
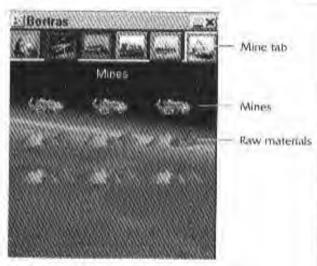
FIG. 2.11 THE MANUFACTURING AND
PRODUCTION WINDOW'S MINE TAB

FIG. 2.12

Raw Materials Status Bar:
This is another way to see the
same information: three mine
slots (yellow); six remaining
raw material slots (red).

NOTE: In this case there are three yellow
squares for the existing mines and six red
ones for the raw materials remaining. If you
were to hold the mouse cursor over this
gauge you would see the message, "Raw
Materials 3/9." (These specific values vary
each time you play.)
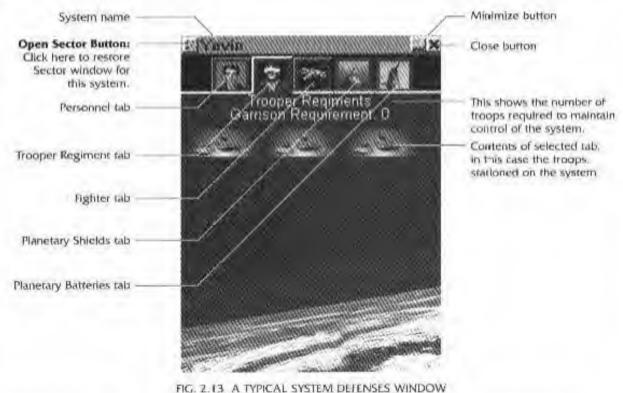
When you're through examining the
Manufacturing and Production window,
click the **Close** button.

9 Open and explore a System Defenses window.

Choose one of your systems that has a
System Defense icon at the lower left of it.

System name

Minimize button

Open Sector Button:
Click here to restore
Sector window for
this system.

Close button

Personnel tab

This shows the number of
troops required to maintain
control of the system.

Trooper Regiment tab

Contents of selected tab,
in this case the troops,
stationed on the system

Fighter tab

Planetary Shields tab

Planetary Batteries tab

FIG. 2.13 A TYPICAL SYSTEM DEFENSES WINDOW

Double-click on the icon to bring up the
System Defenses window (Fig. 2.13).

Double-click here.

The System Defenses window is similar
to the Manufacturing and Production
window. To view the units stationed on the
system for defense, click on one of the tabs.
(The Personnel tab is the default.) This
window lets you see and give commands to
personnel, trooper regiments, and fighters
stationed on the system. Furthermore, you
can see the defensive facilities—planetary
shields and planetary batteries—that will
protect the system from enemy fleets. Explore
this window to get an idea of your defenses;
all these features will be introduced in later

mini-missions and covered in detail in
Chapter 3.

When you finish studying the System
Defenses window, click on the **Close** button.
10 If you want to, quit Star Wars Rebellion,
or begin a new game.
This step shows you how to access the game
controls. Click on the **Game Options** icon
on the left side of the screen. The Game
Options screen (Fig. 2.14) appears.
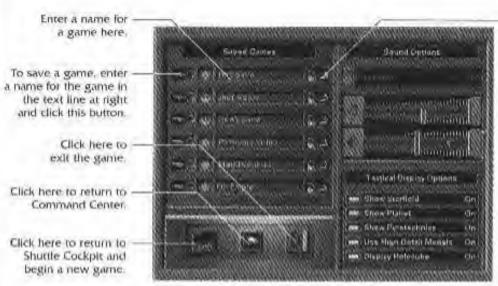
Click here.

This screen is covered in detail in
Chapter 3. The main buttons to save/load a
game, exit the game, return to the Shuttle
Cockpit, or return to the Command Center
are identified in the screenshot.

Enter a name for a game here.

To save a game, enter a name for the game in the text line at right and click this button.

Click here to exit the game.

Click here to return to Command Center.

Click here to return to Shuttle Cockpit and begin a new game.

Click on this button to load the corresponding saved game.

FIG. 2.14 THE GAME OPTIONS SCREEN

11 Summary

In this mission you began a new game and familiarized yourself with the controls that let you find out about the galaxy. The remaining mini-missions in this chapter will show you how to get more information about planetary systems, and how to issue commands.

Mini-Mission 2:

Expand Your Maintenance Capacity (Play as Alliance)

Raw materials, refined materials, and maintenance capacity are key concepts in **Star Wars Rebellion**. You produce raw materials with mines, and then process those raw materials with refineries to produce refined materials. Everything you build in **Star Wars Rebellion** takes a certain amount of refined materials to produce. Furthermore, everything except mines and refineries also takes a certain amount of maintenance

capacity. Mines and refineries supply maintenance capacity.

This starts you directing resources and familiarizes you with how to use the game's controls and how to get galactic information. Your focus is fairly narrow, and your goal is to learn. As in the last lesson, if the Empire should suddenly attack while you're busy, simulate the results and ignore the outcome for now, or start a new game.

1 Begin a new game as the Alliance.

Launch **Star Wars Rebellion**, then click on the **Alliance** icon in the Shuttle Cockpit, just as you did for Mini-Mission 1.

TIP

To skip C-3PO's briefing this time, press the **ESC** key or click the left mouse button.

2 Examine your maintenance capacity.

There are three monitors at the top of the

Command Center above the Galactic Information Display (Fig. 2.15). Each monitor has an icon and a corresponding value.

Examine this bar:

FIG. 2.15

✦ RAW MATERIALS MONITOR: On the left, this measures the amount of mined materials waiting to be refined. Ideally, this number should be low, indicating all material is being refined as it is mined.

✦ REFINED MATERIALS MONITOR: In the middle, this measures the amount of refined materials on hand to be used to build facilities, ships, and troops. You may not begin the game with any refined materials, but they will begin to accumulate immediately.

✦ MAINTENANCE MONITOR: On the right, this represents how much unallocated maintenance you have available. You get 50 points of maintenance capacity for each mine/refinery combination. This number may be low at the beginning of the game. Note its level, and we'll try to get this number higher by building more mines and/or refineries. A higher number lets you build and maintain more facilities, troops, and ships.
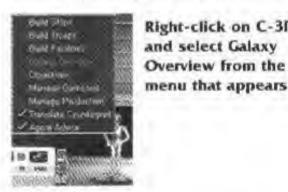
NOTE: *If your maintenance capacity gets too low, you won't be able to build anything new except mines and refineries (but these require a certain amount of refined materials to build). If your maintenance capacity falls below zero, you will find your facilities, troops, or ships will begin to be scrapped.*

3 Find out the total number of mines and refineries you control.

Each refinery can process materials from one

mine you control, which can be anywhere in the galaxy. Furthermore, you gain maintenance capacity by having matched pairs of mines and refineries. For these reasons, you make optimal use of your resources when you have a one-to-one ratio of mines to refineries.

One of C-3PO's functions is to keep track of all your units, including facilities. You can examine this information in the Galaxy Overview to see how the number of mines and refineries you control compares. To do this, right-click on C-3PO and select Galaxy Overview (Fig. 2.16). Scroll down until you find the Mines and Refineries icons. In the example (Fig. 2.17), there are 18 refineries and 37 mines, so you would choose to begin building refineries. Based on the ratio of mines to refineries in your own Galaxy Overview, make a note of whether you want to build mines or refineries, then close the Galaxy Overview window by clicking on the **Close** button.

Right-click on C-3PO and select Galaxy Overview from the menu that appears.

FIG. 2.16

4 Decide where to build your new mines and refineries.

Now that you know whether you need to build refineries or mines, it's time to decide where to build. Open a Sector window that has several systems you control. You'll need to find a system that has:

The first column shows icons for all your facilities, Special Forces, ships, and troops.

```
006 0048
007 0077
000 0000
037 6000
009 0108
018 0000
001 0013
```

The second column shows how many of that item you control.

The third column is total maintenance requirements for those items.

Use scroll bars to view other units you control.

Close button
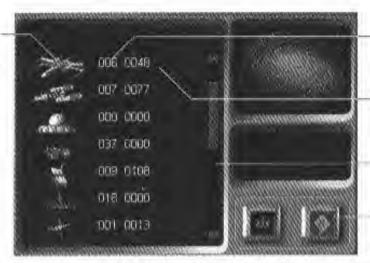
FIG. 2.17 GALAXY OVERVIEW SCREEN

Click on a sector with several red stars, such as the one shown here.

◆ ENERGY AVAILABLE FOR FACILITIES: Energy availability is represented as small blue squares on the white and blue Energy status bar below a system (Fig. 2.18). You can think of these blue squares as "slots" for

Manufacturing and Production icon

Bortras has energy (blue squares) for three more facilities. It also has red squares indicating there is raw materials available for mines.

FIG. 2.18

Manufacturing and Production icon

Here Denab has raw materials available, but not energy, so you couldn't build a mine here.

FIG. 2.19

facilities such as construction yards, mines, and refineries. One energy slot is required to support each facility.

Additionally, if you are building a mine, you need to find a system that has:
◆ RAW MATERIALS AVAILABLE FOR MINES. (Small red squares on the Raw Materials status bar in the Sector Display.) NOTE: *You cannot change the total number of energy slots available for a system. Chapter 3 shows you, however, how to scrap facilities you're not using to make room for new ones.*

If you don't see a suitable system in the current open Sector Window, close that sector by clicking on the **Close** box in the right-hand corner, and look in another sector. Once you've found a system with the necessary resources, open its Manufacturing and Production window by double-clicking on its **Manufacturing and Production** icon.

5 Give the order to build facilities.
Your agent (C-3PO, since you're playing the role of the Alliance) can issue build

instructions for ships, troops, and facilities. Select the **Build Facilities** option.

Right-click on C-3PO and select Build Facilities from the menu that appears.

Build Ships
Build Troops
Galaxy Overview
Objectives
Manage Garrisons
Manage Production
✓ Translate Counterrot
✓ Agent Advice
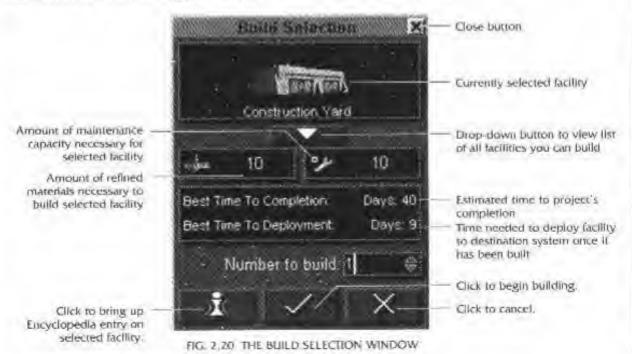
The cursor changes to targeting cross hairs. This is asking for the destination for the facility you wish to build. Select the destination by clicking on the destination system. The Build Selection window (Fig. 2.20) appears.

The Build Selection window shows a default facility to be built. To bring up a complete list of the facilities you can build, click on the down arrow below the default facility. Scroll down and click on **Mine** or **Refinery**. You can build more than one facility at a time, but let's start slowly and leave the number of facilities to build at one. Note the amount of refined material the mine or refinery requires. This screen also shows the estimated time until project completion. Click on the checkmark to begin the build process.

Notice the immediate change to the display. The destination system's Manufacturing and Production window shows the new facility, surrounded by a grid to indicate it is still being built (Fig. 2.21).

6 Wait for manufacturing news.
Spend a little time exploring the galaxy and making plans. Where else can you build refineries and mines?

Build Selection — Close button

— Currently selected facility

Construction Yard

Amount of maintenance capacity necessary for selected facility — 10 — 10 — Drop-down button to view list of all facilities you can build

Amount of refined materials necessary to build selected facility

Best Time To Completion: Days: 40 — Estimated time to project's completion

Best Time To Deployment: Days: 9 — Time needed to deploy facility to destination system once it has been built

Number to build: 1

— Click to begin building.

Click to bring up Encyclopedia entry on selected facility. — Click to cancel.

FIG. 2.20 THE BUILD SELECTION WINDOW

Updated display shows mine
is under construction.

FIG. 2.21 THIS MANUFACTURING AND PRODUCTION
WINDOW SHOWS A MINE UNDER CONSTRUCTION.

At the top of the screen (Fig. 2.22) there is a number indicating how many days have passed since the game began. Next to this counter is the game's Game Speed control. Right-click here to pause the game or set the game speed to Very Slow, Slow, Medium, or Fast. You may want to start the game at a slow speed as you study the galaxy and make your initial assignments. While you're waiting for manufacturing assignments to complete, you

Current day
Right-click to
bring up
Speed menu.

Select a speed,
or Pause to
suspend play.

FIG. 2.22 DAY COUNTER AND
SPEED CONTROL

may want to speed things up. R2-D2 (translated by C-3PO) will inform you when your facilities are completed. To read these messages, right-click on R2-D2, then select **Messages** (Fig. 2.23). (You can also double-click on R2-D2 to go directly to **Messages**.)

FIG. 2.23 R2-D2'S MESSAGE WINDOW
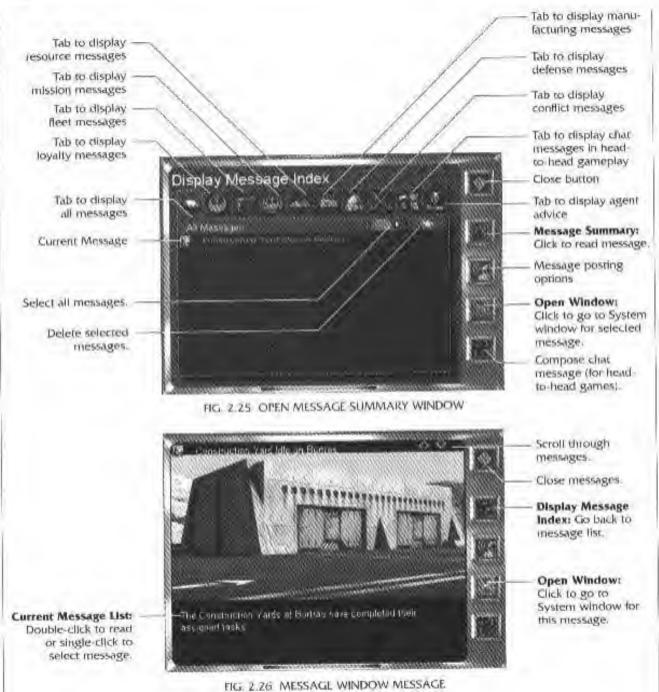
The Display Message Index screen (Fig. 2.25) appears. Read all messages, or messages in a specific category. Agent advice messages are a special category, giving you tips on **Star Wars Rebellion** gameplay. Double-click on a message, in this case, Construction Yard Idle on Borrras, to read it (Fig. 2.26). *NOTE: Any time a construction yard, shipyard, or training facility completes its task—which you may have assigned directly or through your agent—the message system says when that production facility is free again.*

Click on the **Close** button, or the **Display Message Index** button to go back to the list of messages. You can delete a message after you read it; however, all messages except Agent Advice messages eventually expire and disappear from the list.

TIP

When you are reading a message about something on a specific system, you can click on the **Open Window** button to bring that system's controls up on screen.

Tab to display resource messages

Tab to display mission messages

Tab to display fleet messages

Tab to display loyalty messages

Tab to display all messages

Current Message

Select all messages.

Delete selected messages.

Tab to display manu-facturing messages

Tab to display defense messages

Tab to display conflict messages

Tab to display chat messages in head-to-head gameplay

Close button

Tab to display agent advice

Message Summary: Click to read message.

Message posting options

Open Window: Click to go to System window for selected message.

Compose chat message (for head-to-head games).

FIG. 2.25 OPEN MESSAGE SUMMARY WINDOW

Current Message List: Double-click to read or single-click to select message.

Scroll through messages.

Close messages.

Display Message Index: Go back to message list.

Open Window: Click to go to System window for this message.

FIG. 2.26 MESSAGE WINDOW MESSAGE

If a construction yard on one system builds a facility on a different system, there will be a period of time after the facility is complet-ed before it is deployed to its destination. Note that the message from R2-D2 tells you the construction yard is idle (Fig. 2.26).

CONSTRUCTION YARDS

Facilities in **Star Wars Rebellion** do not spring into existence automatically. In order to build a facility, one of the systems you control must have a construction yard. You can tell whether a system has a construction yard by looking at the Manufacturing and Production window. To locate your Construction Yards, select the **Construction Yards** option in the Manufacturing sub-menu of the Galactic Information Display control.

FIG. 2.24 MANUFACTURING AND PRODUCTION WINDOW

The area labeled Facilities Under Construction shows the status of any construction going on in that system. Right-click in this area to give commands to the construction yard. Select **Build**, for example, to bring up the same Build Selection window you saw above. If you want to build a facility onto a system other than the system with the construction yard, select **Destination** from this menu and then click the targeting cross hairs onto the target system. You may need to issue

the **Destination** command, followed by the **Build** command if the original destination setting does not have enough system energy or raw material points. Generally, it's better to set your destination, then begin building. You can also use this menu to stop production on a facility. (Chapter 3 covers this menu in detail.)

When you selected the Build Facilities option from C-3PO's menu, you were asking C-3PO to find the nearest available construction yard and issue a Build command to that construction yard.

NOTE: If the Build Facilities option doesn't let you build anything out at the beginning of the game, it means you don't have any construction yards. For the purposes of this mini-mission, you should restart the game following the instructions at the end of this mini-mission. If this happened in a normal game, however, you would probably be more challenged trying to take control of an enemy or neutral system that did have a construction yard, following the techniques outlined later in this chapter.

Although the agent's Build Facilities option is a convenient way to issue a Build command, there are advantages to giving the command directly to the system with the construction yard. For one thing, you have more direct control. For another, it may help to know where the construction yard is located before you select a destination, since it takes longer to deploy facilities to systems that are farther away. (It takes a very long time to deploy facilities to a system in a different sector.)

Bring up the Manufacturing window for the target system, select the Mine tab, and note that the mine is there but not highlighted. Right-click on the mine and select **Status** to see the estimated arrival date of the mine (Fig. 2.27).

After you've built some mines and refineries, check back at the Refined Materials Monitor and Maintenance Monitor and note how your refined material and maintenance capacity values have increased. You can further expand your manufacturing potential by building more construction yards, so that you can build more mines, refineries, and other facilities. To build a construction yard, follow the same instructions you followed to build a mine or refinery.

7 Summary

This mini-mission familiarized you with some of the basic controls and displays for **Star Wars Rebellion**. You learned how to: locate a system based on its resources or existing facilities using the Galactic Information Display; study the Sector window to evaluate a system's capacity for mines, refineries, and other facilities; give a system specific Build instructions in its Manufacturing and Production window; direct the Agent droid to build a facility; and adjust the game's speed. This mission also taught you a little about the interrelations of game concepts, in this case how mining and refining your raw materials increases your manufacturing capacity throughout your systems. Over the next few mini-missions, you'll learn how to expand your territory, and how to use your manufacturing facilities in different ways.

NOTE: At this point you may wish to restart the game, particularly if the Empire has been pestering you. Star Wars Rebellion is a real-time game; this means as you've been casually perusing the manual, the Empire has been aggressively building up its forces, exploring the galaxy, and trying to fulfill its victory conditions. To start a new game, click on the Game Options button at the left of the screen.

ETA shows day on which unit is estimated to arrive.

Status tells where facility is in production process. In this case it is en route to its destination system.

Manufacturing Status

Location   Belntirra
ETA Destination   Day 199
Status   En route
Maintenance Cost 0
Standard Processing
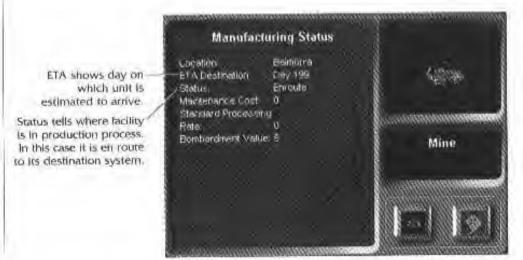Rate   0
Bombardment Value: 5

Mine

FIG. 2.27 MANUFACTURING STATUS WINDOW FOR MINE EN ROUTE

Mini-Mission 3:

Sway Neutral Systems to Your Cause (Play as Alliance)

In this mini-mission, you'll expand your sphere of influence by sending out diplomatic missions to bring neutral systems to your side. In doing so you'll learn how to use the characters in the game to achieve specific goals by sending them on missions. A mission is a specific task a character attempts to accomplish. Here's an overview of the mission process.

You send characters on missions from a system or fleet you control. You select the mission and the destination. Once you've assigned the mission, the character immediately travels to the destination. When he or she reaches the destination, the character begins performing the mission.

How a mission concludes depends on many factors, including the type of mission, the destination, and the character's strengths and weaknesses. There are also, of course, random forces at work, which means success is never guaranteed. Some missions into your opponent's or neutral systems can be foiled, which means the enemy detected your personnel and thwarted their efforts. If this happens, your agents may be killed, injured or captured.

Missions that aren't foiled can end in success or failure, depending in large part on the skills of the personnel on the mission. Your message droid (R2-D2 if you're playing the Alliance) tells you when the character is ready to report on the mission's outcome. On certain types of missions, the character will ask you if you want the mission to

continue, until their efforts can no longer produce results.

NOTE: For complete details on missions, read the section on Characters and Missions in Chapter 3.

1 Select a neutral system you'd like to convert.

This time as you peruse the galaxy, do so from the point of view of a good shopper. Examine the blue systems, which are neutral. Which ones have the most resources (red and yellow squares)? The most energy (blue and white squares)? Select systems which already have popular support toward your side, since diplomatic missions work by increasing popular support.

When you've found a few systems that fit the bill, double-click on their **Manufacturing and Production** icons to take a closer look at what's on those systems (Fig. 2.29). Ideally, you'd like to find a system that already has manufacturing facilities, such as construction yards and shipyards (Fig 2.29).

When you've selected the neutral system you want to convert first, click on the **Minimize** button on its Manufacturing and Production window. This will add the system to the "slots" on the Window Reference Bar at the right of the screen (Fig. 2.28).

NOTE: These "slots" are a handy place to store windows that you plan to get back to shortly. For example, if one of your systems has a construction yard, you can direct the system to build something, then minimize the window so that when building is complete you can quickly call that construction yard up and tell it to build something else.

2 Locate your characters.

Star Wars Rebellion's characters add an

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exciting element to the game. Many of the characters are familiar; Luke Skywalker, Princess Leia, and Han Solo all are featured. Other characters are drawn from the *Star Wars* books and movies. There are 60 characters in all, evenly split between the Empire and the Alliance. Each character in the game has different characteristics, strengths, and weaknesses. *NOTE: Each side begins the game with seven*

FIG. 2.28 WINDOW REFERENCE BAR

"core" characters. For the Alliance, these characters are: Mon Mothma, on the system containing the Alliance headquarters, and Luke Skywalker, Leia Organa, Han Solo, Chewbacca, Jan Dodonna, and Wedge Antilles on Yavin. The Empire always begins the game with: Emperor Palpatine on Coruscant, and Darth Vader, Jerjerrod,

Ozzel, Piett, Veers, and Needa, each located on a randomly selected Imperial-controlled system or fleet. There is also one additional, randomly chosen character available to each side at the start of the game for a small galaxy, two extra for a medium galaxy and four extra for a large galaxy.

There are two ways to find out where your personnel are. One is to use the trusty Galactic Information Display's Personnel sub-menu. Select **Idle Personnel** and examine the updated display (Fig. 2.30). Systems with large stars indicate personnel who are not assigned to missions or commands.
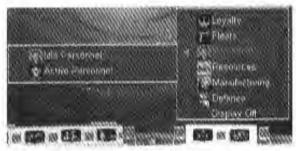
FIG. 2.30 GALACTIC INFORMATION DISPLAY PERSONNEL MENU

Minimize Button: Click here to "store" a window in a slot at the right.

Choose systems to convert that already have popular support for your side.

This system is desirable because it already has a construction yard and two shipyards you can press into service.

The name of the system is next to an icon which shows what kind of window is minimized (in this case, a Manufacturing and Production window). Double-click on the slot to bring up the window.

Window Reference Bar: This area contains twelve "slots" for you to store minimized System windows for quick retrieval.
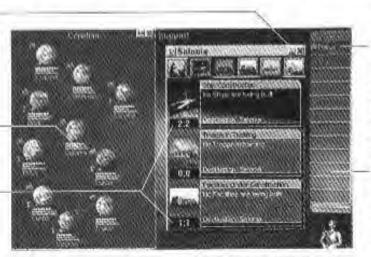
FIG. 2.29 MANUFACTURING AND PRODUCTION WINDOW FOR A NEUTRAL SYSTEM YOU MAY WISH TO CONVERT

The second way to locate personnel is to search for a specific character. Click on the **Personnel Finder** on the Control Panel. The Personnel Finder has two tabs (Fig. 2.31). The tab for your side is the default, so the window shows a listing of all your characters in the game. Double-click on a character's name to open up a window for that character's current location. For the purpose of this mini-mission, double-click on **Leia Organa** to see her current location.

no geographic location in the game. Luke also goes to Dagobah at some point, which, again, has no geographic location in the game.

When you double-clicked on Leia in the Personnel Finder, you opened the Personnel tab of the System Defenses window for Yavin. NOTE: It's possible that Leia may already have been captured by the Empire, as they tend to set out for Yavin early in the game. If this is the case, for the purposes of this mini-mission, you should restart the game.

Name of selected character, or you can enter a character's name to find it on the list.

Tab to locate Alliance personnel

Tab to locate Imperial personnel. Information on your opponent's personnel is not likely to be accurate until your agents gather intelligence through Espionage missions (see Chapter 3).

List of characters

Close button

Open Window Button: Click here to open window for character's current location.

Switch to Character Finder.

Switch to SpecForces Finder.

Personnel Finder: Click here to bring up this window.

FIG. 2.31 PERSONNEL FINDER SCREEN

3 Examine your characters on Yavin.

There are five possible locations for characters in the game: on a planetary system awaiting orders, on a mission at a system, captured by your opponent on a system or fleet, on a fleet that is in orbit about a system, or en route between systems or fleets.

NOTE: Han, Luke, Leia, and Chewbacca can also be located at Jabba's Palace, which has

The System Defenses window (Fig. 2.32) has tabs for personnel, troops, fighters, and defensive facilities that are located on a system. NOTE: Another way to get to this screen is to double-click on the **System Defenses** icon located to the immediate lower left of the system in the Sector window. Try this now by clicking on the Close button of the current window, then clicking on the

System Defenses **icon next to Yavin, which is in the Sumitra sector.**

You'll see the Personnel tab, which shows the six characters available at Yavin. Right-click on a character to bring up the Character menu. Select **Encyclopedia** to learn the background of the character (Fig. 2.32).

After you've read the Encyclopedia entry, close the Encyclopedia and right-click again on the character and click on **Status**. This shows you the character's statistics and current status (Fig. 2.33). Right now Leia's status is **Awaiting Orders**, at other times she might be **En Route** or **On a Mission** or even **Captured**. Note the ratings section, which shows which characters are good for which types of missions. (For example, Leia has a strong diplomacy rating, so she'll do well on a Diplomatic mission.) The other items in this window, such as whether a character has

R&D capabilities or can have a command rank, are covered in detail in Chapter 3. Close the Status window before continuing.

4 Send Leia on the mission.

Double-click on the neutral system you minimized in the Window Reference Bar slot, and position the windows so they are side-by-side. Now right-click on **Leia** to bring up the menu for her character. Select **Mission** from the menu. The cursor changes to targeting cross hairs, indicating the game wants to know the destination for Leia's mission. Missions are object-specific. That is, missions require you, for example, to select a particular facility to sabotage or character to capture. In this case the target is a system, so click on any area of blank space in the neutral system's window.

This brings up the Create Mission window (Fig. 2.34). Under Mission Type, Diplomacy

FIG. 2.32 SYSTEM DEFENSES WINDOW

Character Status

System or fleet to which character is attached.

Character's current status

A character's ratings are of particular interest when you're selecting a character for a mission.

Commanding:	None
Attached:	Yavin
Status:	Awaiting Orders
Force Ranking:	None
Diplomacy Rating:	120
Espionage Rating:	90
Combat Rating:	50
Leadership Rating:	70
RSD Capabilities:	
Ship Design:	No
Troop Training:	No
Facility Design:	No
Possible Command	
Ranks	
Admiral	No

Leia Organa

Character image

Character name

Bring up Encyclopedia entry for this character.

Close button

FIG. 2.33 CHARACTER STATUS WINDOW FOR LEIA ORGANA

TIP

There are Encyclopedia entries for all of the game's characters, systems, troops, facilities, ships, missions, and special forces. There are three ways to access the Encyclopedia. Selecting **Encyclopedia** from an item's pop-up menu is one way. Another is by clicking on the **Encyclopedia** icon located in many dialog boxes: This brings you to the correct Encyclopedia entry for the current context. Finally, you can access the Encyclopedia directly by clicking on the **Encyclopedia** icon on the Control Panel. This interface is covered in detail in Chapter 3.

is the default, and since that's what you want, click on the checkbox. Leia's image comes off the Yavin personnel tab, since she is on her way to a mission.

NOTE: Diplomacy works by increasing popular support on the destination system.

5 Monitor the mission's progress.

Open the Sector window for the target system. Note the red Mission icon at the immediate lower-right of the system.

Mission Icon: Indicates mission is in progress on that system.
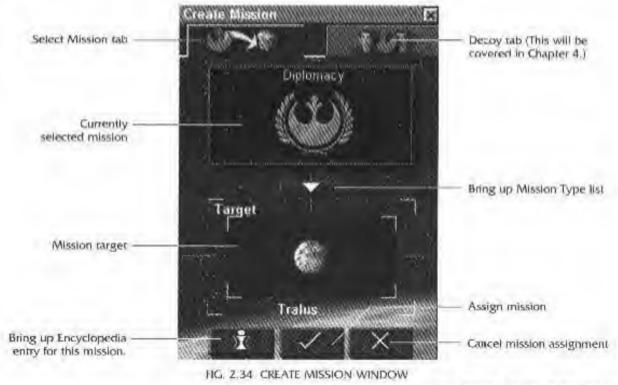
The Mission icon indicates you have a mission in progress on that system. Double-click on the icon.

The Mission Status window (Fig. 2.35) lets you check the status of the mission. Left-click on the **Mission** icon (Diplomacy) and select status to bring up the Mission Status window (Fig 2.35). Leia is currently in hyperspace. When she arrives on the

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Select Mission tab

Currently selected mission

Diplomacy

Decoy tab (This will be covered in Chapter 4.)

Bring up Mission Type list

Target

Mission target

Tralus

Assign mission

Bring up Encyclopedia entry for this mission.

Cancel mission assignment

FIG. 2.34 CREATE MISSION WINDOW

Mission Name: Right-click to bring up pop-up menu for mission. There may be more than one mission on a system. The information on the right side of the window refers to the selected mission.

Mission at Tralus

Diplomacy

Target:

Mission target

Tralus

Tab for mission agents

Tab for decoys

Leia Organa

Moving starfield background indicates Leia is in hyperspace.

FIG. 2.35 MISSION STATUS WINDOW

system, she will automatically begin her diplomatic efforts.

As the mission progresses, Leia sends you messages through R2-D2's messaging system. R2-D2 will beep, and C-3PO will translate, "There is a message from Princess Leia."

There are several ways to access R2-D2's messaging system. One is by right-clicking on **R2-D2** to bring up the Message menu, then selecting **Messages**. Another is by simply left-clicking once on **R2-D2**. You can also access messages via the Message Alert bar (Fig. 2.36) on the left side of the screen.

Messages on the Message Alert bar are sorted by category. Whenever you get a new message, an icon

Mission Messages: Lighted icons indicate messages in that category.

Advice Messages

FIG. 2.36 MESSAGE ALERT BAR

for that message category "lights up." Click on the icon to bring up the Display Message Index window for that message category. For example, clicking on the **Mission Message** icon brings up the screen (Fig. 2.37). Double-click on Princess Leia's message (Fig. 2.38).

A diplomatic mission may have "success" in increasing popular support for the Alliance, even if it doesn't quite sway the system to your side. Often it takes an ongoing diplomatic effort to sway a system. Leia's report will tell whether the mission succeeded, and

FIG. 2.37 DISPLAY MESSAGE INDEX WINDOW

FIG. 2.38 LEIA'S MISSION REPORT

whether the population supports your side. Leia will ask whether you want the mission to continue. Generally you should click on the checkbox, indicating you want to continue the mission.

NOTE: *If you don't respond to Leia's question, she will automatically continue the mission until the system is 100 percent loyal to your side.*

You may need to repeat the diplomatic mission several times before the system joins the Alliance. When that happens, C-3PO reports, "Good news about support for the Alliance." The systems name changes to red

in the Sector window, and you now have access to that system's resources and facilities. *NOTE: Any time you send a character on a mission to a system that you don't control, you put that character at risk. Even if the system is neutral, the mission may be foiled by enemy forces at that system, or if the Empire takes control of that system while the character is there. Obviously, a character sent on a mission to an enemy system—for example, an espionage or sabotage mission —is at even greater risk of being captured or of having the mission foiled.*

6 Summary

This mini-mission outlined the general process of using diplomacy to sway neutral systems to your side. You learned how to find and analyze your characters, how to send them on missions, and how to monitor the results. For more information on **Star Wars Rebellion's** missions and diplomacy, see Chapter 3.

Mini-Mission 4:
Expand the Known Galaxy (Play as Alliance)

On the Galactic Information Display, it's easy to see that what we know about the galaxy is indeed limited. In this mission, you'll chart unexplored systems (the ones that are gray on the Galactic Information Display) and subsequently lay claim to uninhabited systems by establishing garrisons there. A troop occupying a planet is called a garrison, and can defend a planet from attack and keep a system on your side, even if the system does not have strong popular support for your cause.

Once again, you may want to restart the game as the Alliance before beginning this mini-mission.

1 Locate any Longprobe Y-wing Recon Teams you began the game with.

The Longprobe Y-wing Recon Team is one of the Alliance's Special Forces, or SpecForces. These are personnel which can only perform certain missions. Longprobes go on Reconnaissance missions, to tell you about an unexplored system's loyalty and resources. Each side begins the game with several Special Forces regiments randomly placed. Often, Longprobe Y-wing Recon Teams are available at the game's start. Search the galaxy for them now by clicking on the **Personnel Finder** icon. This brings up the Personnel Finder window (Fig. 2.39). Click on the **SpecForces** button to switch the listing to Special Forces. This screen shows the number and location of any Longprobes you have available. Select one of the Longprobe locations by clicking on a number, then click on the **Open Window** button, or double-click on a number. For example, to open the System Defense window for the Longprobe at Averam, you would click on the number 1 under the Longprobe icon next to Averam. SpecForces, like characters, come up on the Personnel tab of the System Defense window.

NOTE: If you don't have any Longprobes, build a few following step 3 before continuing.

2 Change the Longprobe Y-wing Recon Team's base system.

Personnel, troops, Special Forces, and fleets

Each type of SpecForce is represented by an icon: Bothan Spies, Infiltrators, Guerrillas, and Longprobes.

List shows the name of each system, and type and amount of Special Forces on that system.

Number shows number of that SpecForce regiment in the system. Click on a number to select it, or double-click to go to that system.

Close button

Open Window Button: Go to Sector window for selected SpecForce regiment.

Characters: From this screen, go back to Character list.

SpecForces: From Character list, go to this screen.
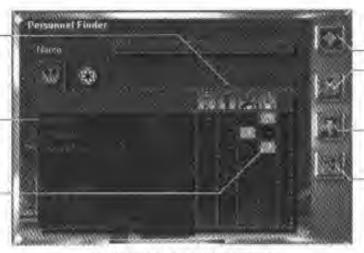
FIG. 2.39 THE PERSONNEL FINDER

are all assigned to specific base systems. At the end of a mission, this is where the unit automatically returns.

NOTE: *There are some exceptions to this general rule; successful diplomacy missions end with the character remaining on the system, for example.*

Since it takes much longer for units to travel between sectors than it does to travel between systems within a sector, it's a good idea to establish the team's base in a sector that's mostly unexplored. Although Yavin is located in an unexplored sector, the Empire typically moves against that system early in the game, so it isn't a good selection as a base. For this example, choose as a base the Alliance headquarters, which begins the game

You can see a unit's base system (or "Attached" location) by right-clicking on a unit and selecting the **Status** menu.

at a random system on the Galactic Rim.

To change the Longprobe team's base system, give the team the command to move to the new system. Open the Sector window for the sector with the Alliance headquarters. In this example, the headquarters are at Vjun, in the Moddell sector. Position the System Defense window for the system with a Longprobe next to the Sector window as shown. Right-click on the **Longprobe team** and select **Move** (Fig. 2.40). When the cursor changes to cross

FIG. 2.40 CHANGING A LONGPROBE'S BASE SYSTEM

hairs, click on the **Alliance headquarters.**
NOTE: *The ↔ arrows at the top right of*
the Sector windows flip that window to the
other side of the screen.
R2-D2 (translated by C-3PO) will inform
you when the units have arrived.

TIP

> You can also move a charac-
> ter, fleet, troop, or Special
> Force by dragging it to the
> destination system.

3 Start building more Longprobe Y-wing Recon Teams.

The only production facilities you've seen
are construction yards, used to build mines
and refineries. There are two other types of
production facilities—shipyards and training
facilities. Training facilities produce Special
Forces, such as the Longprobe Y-wing Recon
Team, and troops, such as Army Regiments,
which can garrison systems or participate in
offensive engagements.
NOTE: *Don't confuse Longprobe Y-wing Recon*
Teams with Y-wing fighters, a type of ship.

We need to train the Longprobe Y-wing
Recon Team. Bring up the Galactic
Information Display's **Manufacturing** sub-
menu, then click on **Training Facilities**
to find a place to build our troops. Click on
a sector with a larger star, then open the
Manufacturing and Production window for
the system with the training yard (Fig. 2.41)
NOTE: *Because the Star Wars Rebellion*
galaxy is different every time you play, it is
possible you don't have any training yards
available. If this is the case, for the purposes
of this mini-mission, start the game over.

Give the order to build one or more
Longprobes. This follows the same general
procedure you used to build mines and

Right-click in
this section to
bring up the
Production
menu.

FIG. 2.41 MANUFACTURING AND PRODUCTION
WINDOW FOR A SYSTEM WITH A TRAINING YARD

refineries. Right-click on the **Troops in**
Training section of the display, then select
Build from the drop-down menu (Fig. 2.41).

Click on the **down arrow** of the section of
the Build Selection screen (Fig. 2.42) that

FIG. 2.42 BUILD SELECTION WINDOW
FOR TROOPS AND SPECFORCES

TIP

Click on the information icon to call up the Encyclopedia entry for the selected troop.

displays Army Regiment, the default type of troop. A scroll-down list of troops appears. These are all the troops available to you.

Scroll down the list and select **Longprobe Y-wing Recon Team**. Note the cost of building these units. Check your Maintenance Monitors to make sure you can afford to build the team. (C-3PO will tell you if you don't have the maintenance capacity for something you want to build.) If you don't have the refined materials you need on hand, construction will take longer but you will eventually get some materials to build with and can, therefore, still initiate the build.

Go ahead and start building two or three teams. While you're waiting for your Longprobes to be built, try increasing maintenance capacity by building a few mines and refineries. Find other systems with training facilities, and start building more Longprobes. R2-D2 will inform you when your Longprobes are finished. Move the Longprobe's base to a system you control on the galactic rim, such as the Alliance headquarters, described in step 2.

4 Send Longprobe Y-wing Recon Teams on Reconnaissance missions.

When your Longprobe arrives at its new base, explore that sector. Give orders to personnel by opening the System Defenses window for that system. Right-click on the **Longprobe** icon and select **Mission** from the drop-down menu. The cursor changes to a

cross hair. Point and click at an unexplored system. The Create Mission menu comes up. Reconnaissance is the only mission available in the drop-down menu, and that's what you want, so click on the checkbox.

NOTE: *Each character or SpecForce is capable of performing only some of the mission types. Note that you can't send the Longprobe off on a Diplomatic mission; nor can you send Princess Leia to explore the far reaches of the galaxy.*

The Alliance Mission icon appears to the right of the system you chose, in this example, Endor (Fig. 2.43). The Longprobe icon, meanwhile, goes off the Personnel display.
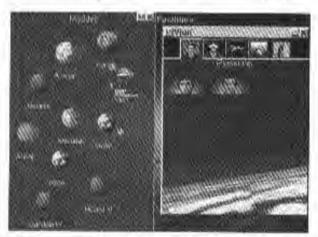
FIG. 2.43 SECTOR AND SYSTEM DEFENSES WINDOWS AFTER LONGPROBE IS SENT ON RECONNAISSANCE MISSION TO ENDOR

You can double-click on the **Mission** icon, bring up the Mission window, and see that the Longprobe is en route to the system. When the unit arrives, it will automatically begin its reconnaissance of the system.

5 Start building troops to land on systems.

It will take a little while before the reconnaissance results come back. In the meantime, get

some troops ready in case the system is unpopulated. Stationing troops on a system establishes a garrison, giving you ready access to that system's resources and the ability to defend the system from possible Imperial attack.

To build troops, again, find a system with training facilities that aren't doing anything. This time, use the Galactic Information Display menu to select the **Idle Training Yard** option of the Manufacturing sub-menu. That will show only training yards that aren't already building something. Bring up the Manufacturing and Production window and right-click on **Troops in Training**. Alliance Army regiments are quick to build and don't require many resources; they should do the trick nicely.

6 Find a capital ship to transport your troops.

Capital ships are large ships, some of which can carry fighters or troops. Troops traveling to newly explored systems must be aboard

such a ship. A good choice is a medium transport, which can carry two troops. Each troop icon is actually representative of one regiment, or group, of troops.

Click on the **Fleet Finder** icon, then click on the **Ships** button (Fig. 2.44). Double-click on a transport ship name to open the Fleet window for that ship (Fig. 2.45). (Alternately, single-click on the ship to highlight it, then click on **Open Window**.)

All ships are part of a fleet. The next mini-mission will cover the Fleet window in detail (Fig. 2.46). For now, move the fleet to the system that is building troops. Right-click on the transport, choose **Move**, and select the destination system when the cursor changes to targeting cross hairs.

It will take some time for the transport to arrive. When it does, move the completed troops onto the ship, either giving the right-click **Move** command, or by dragging the troops onto the ship.

FIG. 2.44 THE SHIP FINDER WINDOW

Double-click on a fleet to see this list of capital ships.

Select an individual ship, then click on the tabs at right to see what's on the ship.

Number of troops the ship can carry

Number of troops aboard

Troops tab

This transport already has two troops.

Medium Transport 2

Medium Transport

Corellan Corvette

Alliance Army Regiment

Alliance Army Regiment
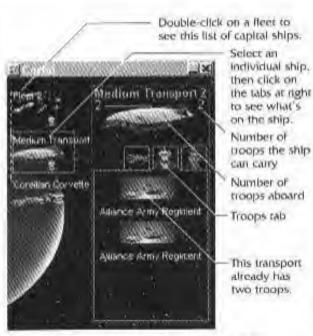
FIG. 2.45 THE FLEET WINDOW CAN SHOW DETAILS ABOUT INDIVIDUAL SHIPS.

Fleet location

Currently selected fleet

Capital ships in that fleet

Total fighters

Total troops

Personnel

Here is a medium transport you can move to a new system.

Fleet 2

Medium Transport 2

Corellan Corvette 3

FIG. 2.46 FLEET WINDOW

NOTE: The transport may already have troops on board. To see what's on a ship, select the ship, then select the Troops tab at the right of the Fleet window.

NOTE: Because the game begins randomly every time you play, there is a chance you don't have a transport ship available. If this is the case, use the Galactic Information Display Manufacturing menu to find an orbital shipyard, then build the transport using the same procedure you used for building mines and troops. Shipyards and fleets are covered in detail in the next mini-mission.

7 Check on the status of your missions.

As soon as the Longprobe has information about that system, you'll see the familiar white/blue and yellow/red bars under the system. In this example, it looks like Endor
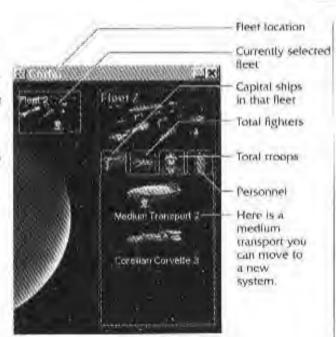
has a lot of resources available (Fig. 2.47). If there are no facilities, defenses, or loyalty indicators on a system, it means the system is unpopulated. Grab it!

8 Send troops out to build garrisons on unpopulated worlds.

Position the Fleet window for your transport ship and the Sector window containing the newly explored system so they are next to each other (Fig. 2.48). Right-click on the

Agri

Endor

FIG. 2.47 ENDOR HAS RESOURCES, BUT IS UNPOPULATED.

transport ship, select **Move**, and then point and click on the destination system with the targeting cross hairs. It will take some time for the transport ship to arrive. When it does, click on the Troops tab, select the troops,

Tutorials
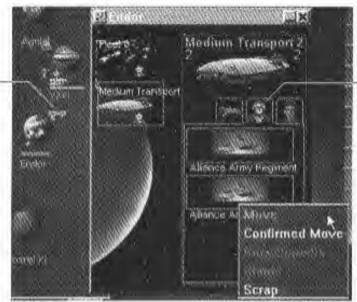
FIG. 2.48 FLEET WINDOW: WHEN YOUR TRANSPORT IS IN
ORBIT, GIVE THE ARMY REGIMENTS THE COMMAND
TO MOVE DOWN TO THE PLANET SURFACE.

then select **Move** and click on the system.

9 Watch your galactic influence soar!
At this point you can begin exploiting the
system, building mines, refineries, and other
facilities. You can double-click on the
System Defenses window to see the newly
positioned Army Regiments (Fig. 2.49).

Note the message (Fig. 2.49) that says,
Garrison Requirement: 0. If the population
of a system you control does not strongly
support your side, you may need to garrison
troops there to maintain control. In this case,
the system is unpopulated. Newly colonized
systems don't have garrison requirements
per se, but in order to maintain control of
them you have to keep a regiment there
until you build and deploy your first facility
to that system, at which time the system
becomes 100 percent loyal and you can
remove the regiment.

Most of the systems you explore will be
unpopulated, but many will be populated
and neutral. You can try to use diplomacy
to sway these neutral systems. Also, don't
forget your opponent has this same technol-
ogy to explore and garrison the outer reach-
es of the galaxy, so you may be racing to lay
claim to these systems.
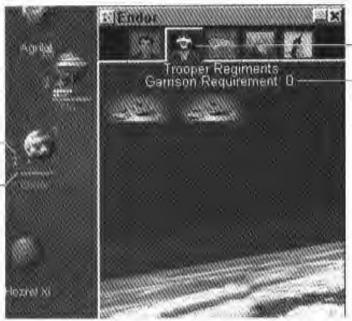
Mini-Mission 5:

Take Over Some Systems (Play as Empire)

No more Mr. Nice Guy! For this mini-
mission you'll begin the game as the Empire,
and win over systems the old-fashioned
way: by force.

1 Start the game as the Empire.
In the shuttle at the beginning of the game,
click on the green Imperial icon.

Trooper Regiments tab

This is the minimum number of troops needed to maintain control of system.

Open the fleet window/ System Defenses icon

Endor is now red, denoting Alliance control.

FIG. 2.49 PLACING TROOPS ON AN UNPOPULATED WORLD GIVES YOU CONTROL OF THAT SYSTEM.

Click here.

The introductory graphics are different. You'll especially like the legion of storm-troopers standing at attention to greet you as you dock. The Command Center (Fig. 2.50)

FIG. 2.50 COMMAND CENTER FROM EMPIRE'S PERSPECTIVE

has the same features as the Alliance side, but the graphics are slightly different, and instead of C-3PO and R2-D2, you have IMP-22 Military Protocol Droid and SD-7.

Listen to IMP-22 to get the Empire's per-spective on the current state of galactic affairs.

2 Analyze your fleets.

Fleets are made up of:

◆ CAPITAL SHIPS: Large ships take a lot of time and resources to build. Some capital ships are heavily armed and defended, while others are designed primarily to carry fighters or troops.

◆ FIGHTERS: These are small, maneuver-able ships such as the TIE fighter.

◆ TROOPS: These are regiments such as stormtroopers, Fleet Regiments, and Imperial Army Regiments.

◆ PERSONNEL: These include characters who can take command of fleets, troops,

and Special Forces to perform missions for you.

NOTE: The Alliance has corresponding ships, troops and personnel. See Chapter 3 for details.

You begin the game with a random assortment of ships, fleets, and troops. Locate your existing fleets by selecting **Idle Fleets** from the Fleets sub-menu of the Galactic Information Display (Fig. 2.51).

Open a Sector window, such as Corellian in Fig. 2.52, which has several fleets.

NOTE: Fleets are indicated in the Sector window by the Fleet icon on the right of a system that has a fleet.

Double-click on a **Fleet** icon to bring up the Fleet window (Fig. 2.53). This window

FIG. 2.51 GALACTIC INFORMATION DISPLAY;
IDLE FLEETS

Fleet Icon
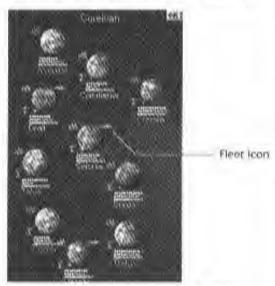
FIG. 2.52 SECTOR WINDOW FOR A SECTOR
WITH THREE IMPERIAL FLEETS

There may be more than one fleet orbiting a system. The information at right refers to the highlighted fleet.

Fighter icon indicates one or more fighters are in fleet

Troop icon indicates one or more troops on fleet

Capital Ships Tab: Displays the ships included in the fleet

Fighter tab

Troop tab

Personnel tab

Displays fleet contents. These are the capital ships in the fleet. Note the fighter and troop icons show which ship is carrying fighters and/or troops. If personnel were aboard this fleet, a personnel icon would also be displayed.

FIG. 2.53 FLEET WINDOW

shows all the fleets orbiting that system. Left-click on the Fleet, if it is not already highlighted, to bring up detailed information about that fleet (Fig. 2.54).

FIG. 2.54 FLEET WINDOW DISPLAYING FIGHTERS

This screen contains four tabs, one each for capital ships, fighter squadrons, troop regiments, and personnel. The leftmost tab displays icons for each of the capital ships. You can have any number of capital ships in a fleet.

Click on the next tab to see the fighter squadrons. The left number shows the number of fighter squadrons in the fleet; the right number shows the number you have room for. Likewise, the Troop Regiment tab shows how many troops you have and the current troop capacity (Fig. 2.55). Finally, the Personnel tab shows which characters or Spec-Forces are a part of this fleet.

When you select a fleet on the left of the screen (Fleet 4 in this case), these four tabs show how fleet resources are allocated for the entire fleet. For more precise control,
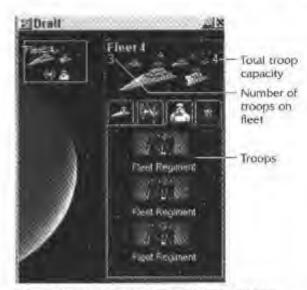
FIG. 2.55 FLEET WINDOWS DISPLAYING TROOPS

you can see how resources are distributed on each capital ship. Double-click on the Fleet 4 in this example to see icons for each capital ship in that fleet. Single-click on a ship to select it. Now the tabs at right show the contents for that ship only (Fig. 2.56).
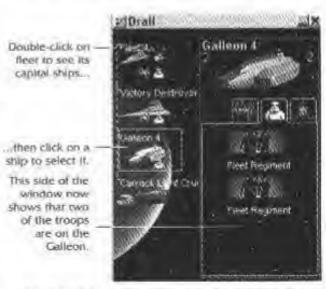
FIG. 2.56 FLEET WINDOW CAN SHOW INFORMATION FOR SPECIFIC SHIPS.

Fleets start out with names such as Fleet 1, Fleet 2, etc. You may assign a more meaningful name. Right-click on the **Fleet** icon and select **Rename** from the menu. Type in **Attack Fleet 1**, or some other meaningful name. This will help you organize your fleets, and will also help you locate a specific fleet with the Fleet Finder.

3 Select a few systems as fleet bases.
At the beginning of the game, the contents of the fleets may not be powerful enough to take over a system. Plan on using at least two systems as bases from which you'll build up these fleets. Use the Galactic Information Display to find systems with shipyards, training yards, or both. You can move a few available fleets to these systems by right-clicking on the fleets and selecting **Move**, or by dragging the fleets to the new system.

> Coruscant, as Imperial headquarters and base location of Emperor Palpatine, always begins the game with a fleet. You should resist the temptation to send this fleet out, however, as it is crucial that Coruscant remain well-defended.

4 Build shipyards/training yards on fleet bases.
For this example, employ the strategy of establishing a base system for a fleet that has both a shipyard and a training yard. If your fleet base is missing one or the other, see if you have enough energy units (blue squares), refined material, and maintenance capacity to fill the gap.

> Another strategy might be to build large, single-purpose sites. As you play the game, you'll develop your own strategies and playing style.

You can instruct your droid agent to build facilities on any system. Right-click on **IMP-22**. Select **Build Facilities** from IMP-22's menu. The cursor changes to targeting cross hairs. Click on the system you've chosen as your base system. The standard Build Selection window comes up. Select **Orbital Shipyard** (or **Training Yard**) and click on the checkmark. IMP-22 will track down the closest available construction yard to do the task.

5 Start building more ships.
Start building more ships to increase the firepower of the fleet. Bring up a Manufacturing and Production window for a system with a shipyard. Right-click on the shipyard, then select **Build**. Scroll down the list of possible ships, and examine which ships are available and how much they cost to build. You may have to start out small, perhaps churning out TIE fighters until you increase your maintenance capacity. A strong fleet should have several capital ships with strong firepower capacity, such as Carrack light cruisers. You also need several capital ships which can carry your troops. Galleons can carry two troops each and are well-defended, but don't have offensive capability. Star Destroyers, on the other hand, can carry

troops and fighters and have offensive and defensive capability, but take a long time to build and are expensive to maintain. It is always a good idea to fill your fleet to capacity with TIE fighters, and to have back-ups on hand in case some are destroyed in battle. *NOTE: TIE fighters can also defend the system on which they are stationed.*

If you can't build all the ships you want for your fleets, look around your other systems for fleets you can "break up." To change a ship's fleet assignment, simply open the Fleet window, double-click on a fleet to open it, then drag a ship from one fleet to another. To split a large fleet into several smaller fleets, right-click on a ship in a fleet and select **Create New Fleet** from the menu. *NOTE: Some fighters don't have hyperdrive capability; these fighters can only be used as system-based defenses, or must be placed on a capital ship for transport and space deployment. They aren't necessarily the best ships to build first when creating a fleet.*

Bring up the Encyclopedia entry or Status window of a ship or to see its carrying capacity and firepower.

6 Start training more troops.
Right-click on a training yard and select **Build** to bring up a list of troops and Special Forces you can build at that training yard. As with ships, more resilient troops cost more resources and take longer to build. Reserve your stormtroopers for systems where attack seems more imminent, or for fleets that are going after more heavily-defended systems.

Build Fleet Regiments to have on hand for garrisons. Planets that are taken over by force typically require more troops in the garrison to maintain order. However, these garrison requirements are just as easily fulfilled by Fleet Regiments (which you can build rather quickly) as by stormtroopers (which take a long time to build).

7 Assign personnel to command your forces.
Fleets don't require personnel, but they perform much better if commanded by competent characters. You begin the game with seven characters, which is enough to begin your quest of total domination. You can recruit more characters as the game progresses; more on this in Chapter 3.

Click on the **Idle Personnel** option of the **Personnel** sub-menu under the Galactic Information Display. This shows how your characters are distributed throughout the galaxy. To zero in on a specific character, click on the **Personnel Finder**. Select the **Empire** tab and browse through your available characters.

There are three possible types of command a character may have: Commander, General, and Admiral. Generals enhance the strengths of trooper regiments for assault or defense. Commanders enhance the effectiveness of fighters in the tactical game. Admirals improve a fleet's performance in the tactical game and improve the effectiveness of orbital bombardment. (Ranked characters also increase the ability of their associated units to detect and foil enemy missions. This ability is covered in detail in Chapter 3.)

Of the characters you begin the game with, Jerjerrod is a good choice to assign as

admiral of your fleet. He has strong leadership and combat skills. Select **Jerjerrod** in the Personnel Finder, and click on the **Display** button to bring up his current location. Now, use the Fleet Finder to likewise open the Fleet window for your Attack Fleet. Position the windows so they are next to each other, then drag Jerjerrod onto the fleet. Next, select one of the remaining characters to be a general for the assault forces on the fleet, and move that character onto the fleet as well.

> Right-click on a character and select **Status** to see which command ranks that character can hold.

It will take the characters some time to get to the fleet, and significantly longer if they are traveling between sectors.

8 Increase maintenance capacity to support your efforts.

While you're waiting for your orders to be carried out, you could use the opportunity to make sure you have enough maintenance capacity to put your grand plans into action, send out Reconnaissance missions to explore the outer reaches of the galaxy, and build troops to establish garrisons on unpopulated systems when you find them. *NOTE: When you're playing the Empire, reconnaissance is carried out by Imperial probe droids rather than Longprobes.*

If you prefer, IMP-22 can carry out some of these tasks. Right-click on **IMP-22**, then select **Manage Production**, and/or **Manage Garrisons**. IMP-22 will manage your

resources to the best of its ability, but you might want to keep an eye on things, checking back with IMP-22's Galaxy Overview option occasionally, to make sure you're satisfied with the results. The details of how your agent manages production and garrisons is covered in Chapter 3.

9 Target some juicy neutral systems for takeover.

Study the known galaxy and decide which systems you want to attack first. To start, pick under-defended, neutral systems rich in resources and/or facilities.

Most of the information you get about production facilities and resources at the beginning of the game is accurate. Keep in mind, however, that unless you send out Espionage missions, your information about planetary defenses may be incomplete. Make sure your fleet is strong enough to deal with any surprises.

10 Pull attack fleets together.

SD-7, your message droid, will inform you when your troops and fighters are ready. Open the System Defenses window and drag the troops and fighters onto the fleets. When your characters arrive on board, right-click on each character icon and select **Command**, then assign the rank (Admiral or General). *NOTE: It is not enough to station a character on a ship or system. You must assign a command rank for the character to be effective.*

11 Send fleets to target systems and attack.

Send the fleet to the target system either by dragging it or by right-clicking on the fleet, selecting **Move**, then selecting the destination system. The fleet will let you know when it

arrives at the destination. At that point, you're ready for the attack.

In order to take over a planet, you need to conduct a planetary assault, which means that the troops on your fleet go down to the planet surface, fight any ground troops, and, if successful, establish a garrison. There are numerous ways the system will try to prevent you from doing this. If the system you're targeting is your opponent's, you may have fleets and fighters to get past. There may also be defensive facilities such as shields and batteries. A battery can damage or destroy ships which are bombarding. Additionally, a battery can fire at an assaulting Fleet regiment and destroy it. Shields protect the planet from assaults and bombardments. A system with two shields is called fully shielded, which means you cannot conduct an assault of that system. Ground troops on the planet are the last line of defense.

NOTE: *Neutral systems don't have fleets, fighters, or troops, but they may have defensive facilities.*

The example screenshot (Fig. 2.57) shows a fleet about to attempt a takeover of Duros. By looking at the System Defenses window, you can see that Duros has one planetary shield. This isn't so bad; two shields on a system, on the other hand, would effectively prevent a planetary assault, graying out that option.

If you are attacking an enemy (rather than a neutral) system, you may choose to conduct an orbital bombardment of the system to weaken its defenses, particularly its ground troops. However, bombarding a system can be risky. Any batteries on that system will shoot back when you are bombarding. Furthermore, if you inadvertently destroy any civilian facilities on a system, your popular support throughout the sector will decline.

If possible, click on **Planetary Assault** to try to take over the system. When you assault a system, the game will immediately report the outcome (Fig. 2.58). Click on **Imperial Forces** or **System Forces** to analyze your and the system's casualties. If the assault is unsuccessful, you may wish to bring in reinforcement troops.

FIG. 2.57 FLEET IS GETTING READY TO ATTACK THE NEUTRAL SYSTEM DUROS.

FIG. 2.58 THE GAME IMMEDIATELY INFORMS YOU OF THE RESULT OF AN ASSAULT.

12 Consolidate support — deal with any uprising.

If you successfully take over a planet, you'll usually have to deal with the aftermath of the attack in two ways. First, establish a permanent garrison. Systems acquired by force tend to have high garrison requirements (Fig. 2.59). There may be troops on your fleet you can move down to the surface. If not, you'll need to bring in troops from your other systems to fulfill the garrison requirements.
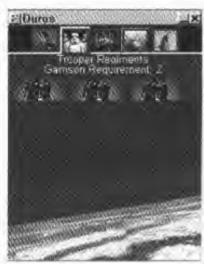
FIG. 2.59 NEWLY-ACQUIRED SYSTEMS TAKEN BY FORCE HAVE HIGHER GARRISON REQUIREMENTS

At this point you may wish to send one of your characters with strong diplomatic skills on a diplomacy mission to the system. A successful diplomacy mission will increase popular support, thereby lowering the system's garrison requirements.

Newly conquered systems may have uprisings, especially if you don't garrison enough troops. An uprising means that the local population is unhappy, garrison requirements are high, and your characters on that system could be injured or even killed. IMP-22 will inform you of uprisings. Systems in uprisings (Fig. 2.60) also have an icon on the lower right.

FIG. 2.60 UPRISING

NOTE: If you don't deal with an uprising, a system could swing to the other side. In the meantime, you may lose system resources to smuggling, which directly aids the other side. Also, an uprising prevents you from getting raw/refined materials or maintenance points, or from using the facilities.

To put down an uprising, select a character with good leadership skills. Right-click on the character, select **Mission**, then click on the destination system where the uprising is taking place. When the Set Mission box comes up, select **Subdue Uprising** from the drop-down list.

This is the general procedure for taking over a system by force. However, particularly well-defended systems will be harder to take over. You may need to send teams out for preliminary missions, especially Espionage or Sabotage missions to take out planetary defense systems. These procedures will be covered in detail in Chapter 3.

You can also use these procedures to take over Alliance-controlled systems. Note that you need to send teams on Espionage missions to get more reliable information than what comes up at the beginning of the game. Furthermore, if an Alliance fleet is nearby, it will intercept your fleet. At that point you'll need to go to tactical mode to engage the fleet. This is covered in Chapter 4.

Finally, any time a fleet is in orbit about an enemy system, that system is considered
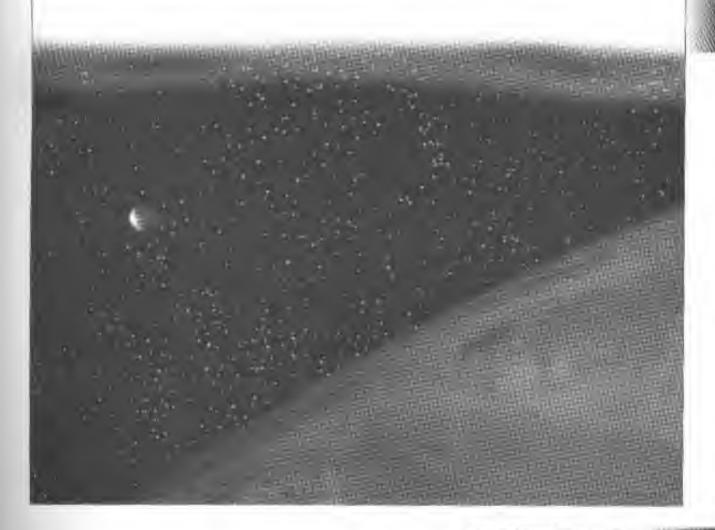
blockaded. Blockaded systems become more loyal to the enemy. Any personnel, facilities, or troops attempting to cross an enemy blockade risks being captured or destroyed. Furthermore, you cannot use any of a system's facilities until the enemy blockade ends.

13 Summary
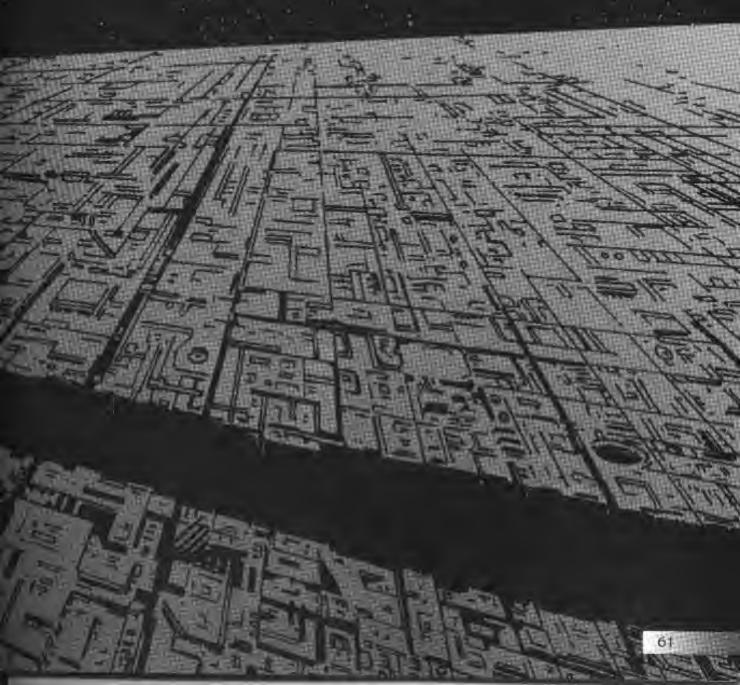
These mini-missions familiarized you with **Star Wars Rebellion's** strategic game by isolating the game's key strategic features so that you could learn the game concepts separately. This chapter also familiarized you with the game's controls and vocabulary. But this is only the beginning of **Star Wars Rebellion**. The challenge of this game is how you can pull together these disparate elements to achieve a broad-reaching goal.

Next up, Chapter 3 is a reference, covering all the strategy game commands and concepts in detail. Chapter 4 covers **Star Wars Rebellion's** exciting tactical game where you engage your opponent's fleet in direct battle.

Chapter 3 - Gameplay

The previous chapter led you step-by-step through some mini-missions designed to give you a sense of the game, its interface, and the interrelations between the game features. This chapter assumes you are already familiar with the basic game concepts, and goes into greater detail about the game controls and higher-level game concepts. Use this section for reference, or, if you wish, read it all the way through after you've played the game a few times to make sure you have at least a cursory knowledge of all the game's concepts.
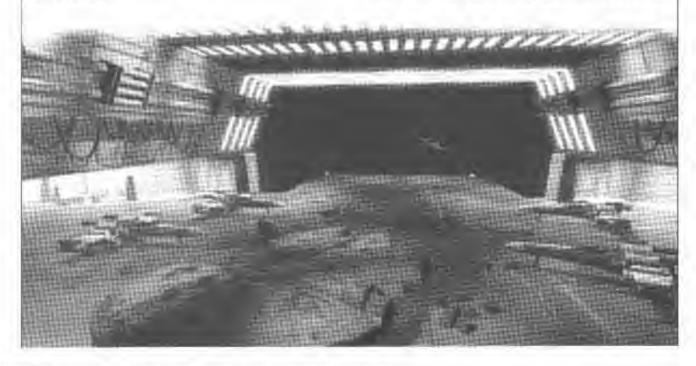
Windows, Mouse, and Keyboard Commands

Star Wars Rebellion's interface follows common Windows 95 conventions.

✦ SINGLE-CLICK on an item to select the item. For example, single-click on a control to access it.

✦ DOUBLE-CLICK on an item to bring up a window associated with that item. For example, double-click on a system's **Manufacturing** icon to bring up the Manufacturing and Production window for that system.

✦ RIGHT-CLICK on an item to bring up that item's menu. For example, right-click on your message droid to see the Message Options menu. Most elements of **Star Wars Rebellion**—from facilities to characters—have menus you access this way.

Star Wars Rebellion has tool tips for most screen elements. Hold the mouse over a control for a few seconds, and a description of that control appears. **Star Wars Rebellion** also supports the drag-and-drop convention. You can move an item, such as a trooper regiment, to a new destination by dragging it (point at it, press the left mouse button, then move the item while holding down the

mouse button) and then dropping it (release the mouse button) at its destination.

WINDOW ELEMENTS

Star Wars Rebellion windows sport typical window features (Fig. 3.1). However, you cannot move or minimize Sector windows;

you can only close them or flip them from one side of the screen to the other. You may have any number of System windows open, but only two Sector windows at one time.

Some windows have scroll bars to let you scroll down a list (Fig. 3.2).

Title Bar: Use the bar at the top of the window to move the window around on the screen. Drag the window by "grabbing" it by the bar and dropping it at its new location.

Sector Button: Click here to bring up the sector window that shows this system.

Window Tabs: Tabs let a single window show more information than would easily fit on the screen. For example, the five tabs on this System Defense window let you view personnel, troops, fighters, and two types of defense facilities for Yavin. Single-click on a tab to view the information under that tab.

Close Button: Click here to close the window.

Minimize Button: Click here to minimize the window. Minimized windows can be reactivated by clicking on their "slot" on the Window Reference Bar on the side of the screen.

FIG. 3.1 A TYPICAL STAR WARS REBELLION WINDOW

Click on the up or down arrows to move the list up or down one element at a time.

Grab the scroll bar and drag it up and down to go to a specific part of the list.

Click on the blank area of the scroll bar to move up or down by larger amounts.

This list is longer than the window can contain

FIG. 3.2 A WINDOW WITH SCROLL BARS

MODAL VS. MODALESS WINDOWS

Some windows in **Star Wars Rebellion** are *modaless*, that is, you can leave the window up on the screen as you interact with different game components. Other windows are *modal*, which means you must dismiss the window before you can go do anything else in the game. Modal windows include Status windows, Finder windows, the Battle Summary window, the Encyclopedia window, and Message windows. You can usually identify modal windows by their Close button.

STRATEGIC GAME KEYBOARD COMMANDS

Here are the keyboard commands for **Star Wars Rebellion's** strategic game.

Command Center Keyboard Commands

Game Options Screen
Takes you to the screen where you can adjust sound and graphics options, load or save a game, start a new game, or exit the current game.

Planetary System Finder
Brings up screen to locate a specific system.

Fleet/Ship Finder
Brings up screen to locate your ships and fleets.

Troop Finder
Brings up screen to locate your troops.

Personnel Finder
Brings up screen to locate your characters and Special Forces.

Message Window
Brings up the Display Message Index.

Encyclopedia
Brings up the Galactic Encyclopedia.

PgUp OR PgDn Scroll Lists

Ctrl + Tab Cycle Through Open Windows

Cycle Through Entries (Messages, Encyclopedia).

Enter Accept/Activate Current Selection
(same as clicking OK).

Esc Cancel/Close Window
Cancels the current command (same as clicking **Close** or **Cancel**). Also used to skip animation scenes or the agent introduction.

Alt + W Close All Windows
Closes all open windows.

Alt + + Increase Speed
(on numeric keypad). Increases the game speed. Speed options are Very Slow, Slow, Medium, and Fast.

Alt + − Decrease Speed
(on numeric keypad). Decreases speed.

Alt + P Pause
Pauses the game, bringing up an alert box which asks if you wish to resume the game. Gameplay resumes when you click the checkmark in the alert box.

Alt + Y Compose Chat Message
In head-to-head gameplay mode, brings up the window to let you compose a chat message to your opponent.

Alt + I View Index
This keyboard command works inside some of the game's windows. Both the Display Message Index and the Encyclopedia have two modes. In one, you view an index of items; in the other, you zoom in on a specific item. ALT + I brings you back to the index in either the Message window for a specific message or the Encyclopedia window for a topic.

Alt + M Mission
Calls up the Mission window for the selected character(s).

Alt + S Status
Calls up the Status window for the selected item.

Alt + F4 Exit Game

Agent Keyboard Commands

Alt + B Build Ships
Directs the Agent to build a ship using the nearest available shipyard.

Alt + T Build Troops
Directs the Agent to build a trooper regiment using the nearest available training facility

Alt + F Build Facilities
Directs the Agent to build a facility using the nearest available construction yard.

Alt + O Galaxy Overview
Brings up the Galaxy Overview window.

Alt + G Manage Garrisons
Instructs the Agent to fulfill garrison requirements (toggle).

Alt + U Manage Production
Instructs the Agent to build mines and refineries to maximize resources (toggle).

Alt + V Translate Counterpart
Translate the droid counterparts whirs and beeps (toggle).

Alt + A Agent Advice
Turns agent advice on or off through the messaging system (toggle).

Alt + H Game Objectives
Calls up the Game Objectives window on Agent menu, showing the current state of both sides' victory conditions.

GID Keyboard Commands

Alt + 1 Popular Support
Changes the Galactic Information Display to reflect popular support throughout the galaxy.
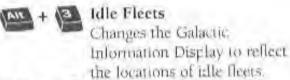
Alt + 2 Uprisings
Changes the Galactic Information Display to reflect the locations of systems in uprising.

Alt + 3 Idle Fleets
Changes the Galactic Information Display to reflect the locations of idle fleets.

Alt + 4 Fleets En Route
Changes the Galactic Information Display to reflect the locations of en route fleets.

Alt + 5 Idle Personnel
Changes the Galactic Information Display to reflect the locations of idle personnel.

Alt + 6 Active Personnel
Changes the Galactic Information Display to reflect the locations of active personnel.

Alt + 7 Idle Shipyards
Changes the Galactic Information Display to reflect the locations of idle shipyards.

Alt + 8 Idle Training Facilities
Changes the Galactic Information Display to reflect the locations of idle training facilities.

Alt + 9 Idle Construction Yards
Changes the Galactic Information Display to reflect the locations of idle construction yards.

TACTICAL GAME KEYBOARD COMMANDS

In the game's tactical game, certain keys have different meanings. The tactical game is covered in detail in Chapter 4. Here are the keyboard commands for the game's tactical game.

Admiral Window Keyboard Commands

1 – 8 Select Task Force 1-8

Spacebar Attack Nearest Target of Selected Unit's Type

Shift + Tab AND Tab Switch Between Ships in a Task Force

F1 – F8 Camera Follows Task Force 1-8

F9 Follow Red Fighter Group

F10 Follow Blue Fighter Group

F11 Follow Green Fighter Group

F12 Follow Gold Fighter Group

Camera Keyboard Commands
(On Numeric Keypad)

← Rotate Camera Left

→ Rotate Camera Right

↑ Tilt Camera Up

↓ Tilt Camera Down

+ Camera Zoom In

− Camera Zoom Out

Enter Centers Camera on Selected Target

Home Memorize Camera Position

End Return Camera to Memorized Position

Sound Effects and Graphics

Star Wars Rebellion's sound effects and graphics were produced to give you a real sense of being in the thick of the action. Opening animations show you flying into the Command Center in your shuttle. Your agent droid offers an opening briefing and can speak to you throughout the game, keeping you posted on events throughout the galaxy. Many of your characters relay audio messages through your message droid. And sound effects often cue you to galactic events—an assault on one of your systems, for example, is accompanied by realistic sound effects.

Beginning the Game: The Shuttle Cockpit

When you run **Star Wars Rebellion**, you begin the game in the *Shuttle Cockpit* (Fig. 3.3). This is where you set parameters for each game: which side you wish to play,

whether you're playing a human or computer opponent, the difficulty level of the campaign, and the size of the galaxy.

Note that there are three ways to control how challenging the game is. The Headquarters Only Victory option lets you play until you capture Coruscant or destroy Alliance headquarters. This can shorten gameplay considerably, since you don't have to additionally capture and hold your opponent's key characters. You can set the size of the galaxy to standard (10 sectors/100 systems), large (15 sectors/150 systems), or huge (20 sectors/200 systems). Your resources at the beginning of the game are proportionally increased if you're playing in a larger size galaxy.

Finally, you can choose between Easy, Medium, or Hard campaigns. In an Easy game, each side begins with four loyal systems. In a Medium game, your opponent starts with more. In a Hard game, your opponent begins with a lot more.

Select Game Scale: You can set the size of the known galaxy to be standard (100 systems), large (150), or huge (200). Set the size by clicking on the galaxy you want, or "pull down" the lever at left to choose a size.

Start Game as the Empire: Begin a new game taking the side of the Empire.

Head-to-Head Gameplay: You can play against a human opponent across modem lines, serial connections, local area networks, or the Internet. Head-to-Head play is covered in Chapter 5.
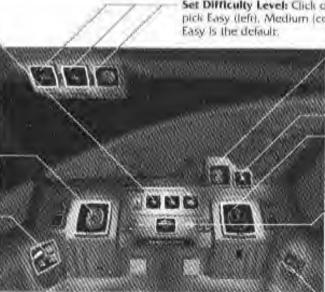
Set Difficulty Level: Click one of the three screens to pick Easy (left), Medium (center), or Hard (right). Easy is the default.

Load a Saved Game: This option brings you to the Options screen, which is covered later in this chapter.

View credits

Start Game as the Alliance: Begin a new game taking the side of the Alliance.

Headquarters Only Victory: Rather than fulfilling all the victory conditions, you only need to capture (if you are the Alliance) or destroy (if you are the Empire) your opponent's headquarters.

Exit

FIG. 3.3 THE SHUTTLE COCKPIT

The Command Center

Star Wars Rebellion's strategic component takes place in the Command Center. Here you survey the galaxy; issue commands, and (through your droids) receive messages from the field. Accordingly, the next three sections deal with the Command Center's information displays, control interface, and your two droids

COMMAND CENTER: INFORMATION DISPLAYS

Below is the Command Center with your main sources of information identified (Fig. 3.4).

The Galaxy
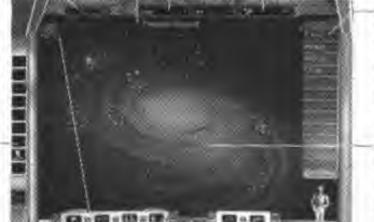
The galaxy is a wide and wonderful place. At its core are clusters of bustling, technologically advanced civilizations. Around the

Galactic Information Display Title: This shows the meaning of the size of the stars in the display. For example, in the Popular Support display, larger sized stars indicate stronger support for your side.

Number of Days Since Game Started: Unlike many other strategic games, the computer does not 'wait' for you to move before advancing to the next day. The game progresses (and your opponent keeps busy) whether you are issuing orders or not.

Message Notification: This display shows which types of unread messages are waiting for you. This will be covered in detail in the Messages section later in this chapter.

Resources: Examine your current availability of raw materials, refined materials, and maintenance capacity. These items will be covered in the Resources section.

Window Reference Bar: You can minimize up to 12 windows at a time, holding the minimized window icon in a "slot" on this display. Double-click on a minimized icon to bring up that window.

Galactic Information Display (GID): This is a primary source for information about the galaxy. The galaxy is divided into sectors, each of which have 10 systems. Each system is represented in the GID by a star

FIG. 3.4 THE COMMAND CENTER'S INFORMATION DISPLAYS

Legend: The legend tells what the size of the stars mean in the Galactic Information Display. Double-click on the Show Legend icon to bring up the legend, shown here.

Legend to the Galaxy ☒
+ Loyal
+ Obedient
~ Disloyal
~ Hostile
~ Alliance   ~ Independent
~ Empire   ~ Neutral

FIG. 3.5 LEGEND

Galactic Rim, unexplored stars twinkle like diamonds ready to be set.

The inner sectors—the Galactic Core—have well-developed infrastructures and communications. Most systems in core sectors begin the game with one or more mines and refineries; some have other production facilities as well. These systems are well populated. In the Galactic Rim, on the other hand, systems have small or no populations. Infrastructures and communications are not highly developed. Therefore, whereas in the Galactic Core a change in popular support on one system is known to you right away, in the Galactic Rim, changes in popular support are only apparent if you send a fleet or a mission to a system to investigate.

For the most part, the systems you control at the beginning of the game are in the Galactic Core. If you are playing the role of the Alliance, however, there are two important exceptions. Yavin, in the Sumitra sector, always begins the game under your control and 100 percent loyal to your side. It was from Yavin that the Alliance launched its attack against the first Death Star, and the Empire is likely to strike back at this system soon. At the beginning of the game, you should either remove your key characters from Yavin or build up its defense.

The other exception is Alliance headquarters, which begins the game at a random location along the Galactic Rim. This system is indicated on the GID by a white star around the System icon (Fig. 3.6). The Empire does not know the location of Alliance headquarters.

FIG. 3.6 ALLIANCE HEADQUARTERS BEGINS THE GAME AT A REMOTE LOCATION.

Sector Windows

The Galactic Information Display (Fig. 3.4) gives you a broad view of the galaxy. To see a sector in more detail, click on the sector. This brings up the Sector window (Fig. 3.7).

The Sector window shows each system in the sector, color-coded according to which side controls it. Beneath each system is an overview of the system's resources and popular support. Around the system are icons you can double-click on to learn more about what's happening on that system.

At the start of the game, the Sector window reliably gives you information about your opponent's and neutral systems' resources, popular support, and production facilities for core systems only. However, information on defensive facilities and troops, personnel, and ships is likely to be inaccurate and/or incomplete. Also, even where the information is reliable, you won't know when things on that system change, as when your opponent builds a new production facility or scraps an existing one. One exception is who controls core systems, and the level of popular support on core systems. These are always up to date. This is due to the high level of infrastructure and communications in the core.

NOTE: *The game begins differently every time you play, except for who controls Coruscant, Yavin, Rebel headquarters and the locations of certain key characters.*

Sector name —

Double-click to bring up
Manufacturing and
Production window.

Double-click to bring up
System Defenses window.

Double-click to bring up
System Defenses window.

The size of this star corresponds to current Galactic
Information Display. So, if
the display is Construction
Yards, this large star
means this system has a
construction yard.

This icon indicates the
system is in uprising.

Close Sector window.

Flip between left and
right side of screen.

Mission icon indicates
Empire is undergoing a
mission on that system.
Double-click to bring up
Mission window.

Double-click to bring up
Imperial Fleet window.

Double-click to bring up
Alliance Fleet window.

FIG. 3.7   A SECTOR WINDOW

COMMAND CENTER: CONTROLS

The Command Center contains controls for
keeping track of your systems, fleets, and
personnel. It also has numerous options for
analyzing the galactic state of affairs. Fig. 3.8
shows a screenshot of the Command Center
with the controls identified.

Many of these controls deal with general
gameplay. The Galactic Information Display,
the Galactic Encyclopedia, the Speed Control,
the System Finder, the Game Options and
Save Game screens are covered below. The
remaining controls the Fleet, Troop, and
Personnel Finders are covered later on in
this chapter in their respective sections.

Galactic Information Display (GID)

The Galactic Information Display (GID) represents each system as a star (Fig. 3.4). The
color of the star indicates which side controls
the system:

- RED   Alliance
- GREEN Empire
- BLUE   Neutral (Neither side controls.)
- GRAY   Unexplored (You have no information about this system. It
         could be neutral, unpopulated,
         or colonized by the enemy.)

The size of the star is important. The size
tells how much of a certain item is on that
system. If the display is Construction Yards,
the smallest star shows that the system has

Speed Control:
Right-click to bring up a menu which lets you set the speed at which days advance. You can select Very Slow, Slow, Medium, or Fast. Also use this menu to pause the game.

Game Options:
Click here to load or save a game, or to set options for sound and graphics.

System Finder: With a hundred or more planets in the known galaxy, it is difficult to keep track of where each planet is. This control lets you find any system.

Fleet Finder: This control lets you track down a specific fleet or ship.

Personnel Finder:
Single-click on this control to bring up a dialog box to help you track down your characters and Special Forces.

Encyclopedia:
The online Encyclopedia contains entries for every system, character, facility, resource, ship, troop, and mission in the game. In addition to giving you information to use your resources in the best manner possible, the Encyclopedia enhances the flavor and feel of the game by giving you historical background and expanded descriptions of the game elements. Consider the Encyclopedia a supplement to this manual.

Click on the **Galactic Information Display** control to bring up a menu of possible displays.

Troop Finder:
This control lets you find your troops.

FIG. 3.8 THE COMMAND CENTER'S CONTROLS

no construction yards. A larger star indicates that there are construction yards. The larger the star, the more construction yards are present. To see a detailed legend of the meanings of the star sizes, double-click on the **Legend** icon (Fig. 3.5) in the display's top left.

Click on the **Galactic Information Display** control to bring up a menu (Fig. 3.9) of possible displays. The currently selected display is indicated by a checkmark.

The menus and sub-menus are:

Loyalty

✦ POPULAR SUPPORT: The size of the star icon shows how strongly the systems support your side.

FIG. 3.9 THE GALACTIC INFORMATION DISPLAY MENU

+ UPRISINGS: A large star icon indicates the system is in uprising.

Fleets

+ IDLE FLEETS: The size of the star icon shows how many fleets are stationed on that system. (Fleets are covered later on in this chapter.)
+ FLEETS EN ROUTE: The size of the star icon shows how many fleets are en route to that system.

Personnel

+ IDLE PERSONNEL: A large star icon indicates personnel on the system who aren't occupying a command post or engaged in a mission. (Personnel are covered in detail later on in this chapter.)
+ ACTIVE PERSONNEL: A large star icon indicates personnel on the system who are engaged in a mission or in command of troops, fighters, or fleets.

Resources

+ ENERGY AVAILABILITY: The size of the star icon shows how much energy remains available to the system. (Energy is covered in the Resources and Manufacturing section of this chapter.)
+ RAW MATERIAL AVAILABILITY: The size of the star icon shows how many potential mine sites remain available.
+ MINES: The size of the star icon shows how many mines are on the system.
+ REFINERIES: The size of the star icon shows how many refineries are on the system.

Manufacturing

+ SHIPYARDS: The size of the star icon shows how many shipyards are on the system.
+ IDLE SHIPYARDS: The size of the star icon shows how many idle ship yards are on the system.
+ TRAINING FACILITIES: The size of the star icon shows how many training facilities are on the system.
+ IDLE TRAINING FACILITIES: The size of the star icon shows how many idle training facilities are on the system.
+ CONSTRUCTION YARDS: The size of the star icon shows how many construction yards are on the system.
+ IDLE CONSTRUCTION YARDS: The size of the star icon shows how many idle construction yards are on the system.

Defense

NOTE: *These defensive systems will be covered in detail later in the chapter.*

+ PLANETARY BATTERIES: The size of the star icon shows how many planetary batteries are on the system.
+ PLANETARY SHIELD GENERATORS: The size of the star icon shows how many planetary shield generators are on the system.
+ FIGHTER SQUADRONS: The size of the star icon shows how many fighter squadrons are on the system.
+ TROOPS: The size of the star icon shows how many troop regiments are on the system.
+ DEATH STAR SHIELDS: The size of the star icon shows how many Death Star shields are on the system.
NOTE: *If you are playing the role of the Alliance, this will only be as*

accurate as the last information you received regarding the systems. If the information about a Death Star shield was not found out by either informants or through espionage, it will not be reflected on the display.

Display Off

This turns off the Legend display of the individual systems, showing instead the murky mass of galactic matter. Select any other option on this menu to turn the display back on.

Encyclopedia

The Galactic Encyclopedia gives you detailed information about the specific characters, star systems, ships, facilities, troops, Special Forces and missions in the game. Game description entries are arranged by databases: System database, Ship database, Facilities database, Mission database, Troop database,

and Personnel database. The Encyclopedia gives you a description of the item, and, if applicable, tells you how many resources it takes to build and maintain the item.

Click on the **Encyclopedia** control to bring up the Galactic Encyclopedia.

If you want to look up a specific entry, type in its name in the Topic entry box. Otherwise, you can scroll through all the Encyclopedia entries.

There are two ways to scroll through the entries. The default way is Index view (Fig. 3.10), in which you can see a comprehensive list of entries, but no details. The other way is Topic view, shown in Fig. 3.11.

This shows you a picture of the item, and a complete description. In this view you can scroll through topics by clicking on the right and left arrows.

The database you select in the Index

Topic Entry Box: Enter a topic's name to go directly to that topic.

Tab to show all databases

Tab to show System database

Tab to show Ship database

Tab to show Facilities database

Tab to show Mission database

Tab to show Troop database

Tab to show Personnel database

Close Button: Close the Galactic Encyclopedia.

View Topic: Click here to see the selected topic.

View Index: While viewing a topic, click here to come back to this index.

FIG. 3.10 THE GALACTIC ENCYCLOPEDIA: INDEX VIEW

Click here to browse through Encyclopedia.

Click here to go back to Index View.

Click here to scroll through text which doesn't fit on screen.
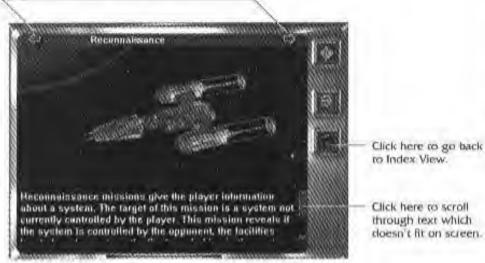
FIG. 3.11 THE GALACTIC ENCYCLOPEDIA: TOPIC VIEW

display remains in effect when you switch to Topic display. That is, if you select **Ship database**, then click on the **Topic View** button, you can scroll through all the ship entries.

You can also access the Encyclopedia for an item by right-clicking on it and selecting **Encyclopedia** from the pop-up menu. Another way is to click on the

Encyclopedia icon in many windows. This brings you to the correct Encyclopedia entry for the current context.

Game Speed

You can set the speed at which the game advances to the next day by right-clicking on the **Time** display and left-clicking on a setting. Select Very Slow, Slow, Medium, or Fast. The Speed menu also has an option to pause the game. When you select Pause, an alert box comes up, locking you out of game controls until you resume play.
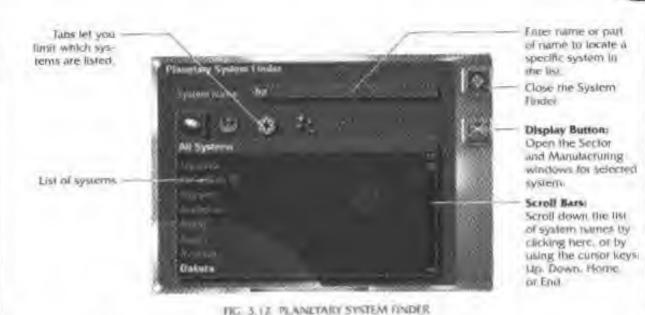
System Finder

There are 10 systems per sector. A standard game has 10 sectors. A large game has 15 sectors, and a huge game has 20. Sometimes you may want to locate a specific system. Click on the **System Finder** control to bring up the Planetary System Finder (Fig. 3.12), which lets you locate individual systems.

Click on one of the tabs to view the list of All Systems, Rebel Systems, Imperial Systems, Independent Systems, or Unexplored Systems. You can scroll down the list to find a system, or click on the **System Name** text box tab and type in the name of the specific system you wish to locate.

TIP

You only need to type in the first few letters of a system's name, and the control will scroll the list to that system automatically.

Tabs let you limit which systems are listed.

Enter name or part of name to locate a specific system in the list.

Close the System Finder.

List of systems

Display Button:
Open the Sector and Manufacturing windows for selected system.

Scroll Bars:
Scroll down the list of system names by clicking here, or by using the cursor keys: Up, Down, Home, or End.

FIG. 3.12 PLANETARY SYSTEM FINDER

Click on a system in the list to select it. Click on the **Display** button to bring up the Sector window for the highlighted system, or double click on the system name. Click on the **Close** button if you don't want to bring up a window for a specific system.

> **TIP**
>
> Many dialog boxes in the game have the same Display buttons, which bring you right into a system in context.

Game Options

The Game Options screen (Fig. 3.16) lets you save and load games to and from disk. You can also specify settings for sound and graphics. You get to the Game Options screen from the Load a Saved Game icon (Fig. 3.13) in the Shuttle Cockpit, or the Game Controls icon (Fig. 3.14) in the Command Center, or in the tactical game.

FIG. 3.13 LOAD A SAVED GAME ICON

FIG. 3.14 GAME OPTIONS ICON
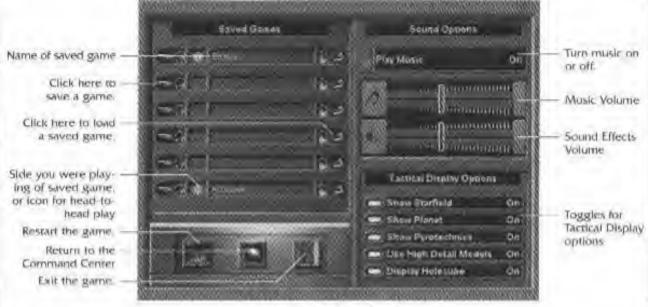
See the Game Options screen (Fig. 3.16). It contains the following features.

◆ SAVE GAME/LOAD GAME:
There are six "slots" for saved games. Each slot has a Save Game button, a name field, and a Load Game button. An icon between the name field and the Save Game button shows whether you were playing the Empire, the Alliance, or a head-to-head game. To save a game select a new slot, point and click at the place where the name will go. You'll see a text cursor appear. Type in a meaningful name, such as **Alliance High Maintenance** or **Jim's Empire Battle**. Click on **Save Game** to save the game or **Load Game** to restore a game. If you try to load a game without saving the

Name of saved game

Click here to save a game.

Click here to load a saved game.

Side you were playing of saved game, or icon for head-to-head play

Restart the game.

Return to the Command Center

Exit the game.

Turn music on or off.

Music Volume

Sound Effects Volume

Toggles for Tactical Display options

JIG. 3.16 GAME OPTIONS SCREEN

current game first, the computer asks you to confirm that this is what you want to do.

TIP

Save a game before you engage in a risky strategy if you are afraid of losing all your hard work. You can always reload the game and start from the earlier saved point if things don't go your way.
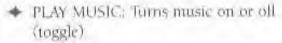
◆ SOUND EFFECTS VOLUME/MUSIC VOLUME: To lower or increase the sound effects or music volume, click on the **Volume Control** slider and drag it to the right to raise the volume or to the left to lower it.

◆ RESTART THE GAME: This option abandons the current game and starts

over in the Shuttle. If your game is not saved, the computer asks you to confirm this is what you really want to do.

◆ RETURN TO THE COMMAND CENTER: Returns to your current game. *NOTE: This option is unavailable if you come to this screen from the Shuttle Cockpit.*

◆ EXIT THE GAME: Exits. The computer asks you to confirm that you want to quit.

TIP

Once you begin a game, there is no way to return to the Shuttle Cockpit to check whether you selected Headquarters Only Victory, or another challenge level. You may find it helpful to include this information in the game's name so you remember.

◆ PLAY MUSIC: Turns music on or off (toggle)

NOTE: The following tactical options are all toggles that default to on. You may not change these options in the middle of a tactical battle. See Chapter 4 for detailed instructions on tactical gameplay.

◆ SHOW STARFIELD: Toggles whether the background starfield is on or off in the Tactical display.

◆ SHOW PLANET: Toggles whether the planet is displayed in Tactical display.

◆ SHOW PYROTECHNICS: Toggles whether Tactical display shows pyrotechnics during battle.

◆ USE HIGH DETAIL MODELS: Toggles whether Tactical display uses models with more realistic details. Depending on your computer, higher detail can slow down tactical response.

◆ DISPLAY HOLOCUBE: Toggles whether the wireframe holocube shows in the Tactical display. The holocube can be distracting or it can help orient you to the tactical action, depending on your personal preference.

COMMAND CENTER: DROIDS

You have two droids, also called agents, to help you monitor the galaxy. C-3PO (Alliance) or IMP-22 (Empire) gives you information about the galaxy, helps with game controls, and translates the beeps and whirs of the message droid. Additionally, you can turn over to them some of the more mundane aspects of the game. Your message droid—R2-D2 or SD-7—keeps you informed of what's happening throughout the galaxy.

The Agent Droid

Right-click on **C-3PO** or **IMP-22** to bring up the Agent menu (Fig. 3.17).

FIG. 3.17 AGENT MENU

The droid's functions give you information about the galaxy and about the game, and to help you manage your resources. Here are the menu options:

◆ BUILD SHIPS, BUILD TROOPS OR BUILD FACILITIES: If you want to build ships, troops, or facilities on a system, this is a quick way to do it. To build a construction yard on Duros, for example, you would open up a Manufacturing window for Duros (or open the Sector window for the Corellian sector, which contains Duros) and then select **Build Facilities** from your Agent menu. The cursor changes to targeting cross hairs; click on **Duros**. The standard Build Selection window comes up; click on **Construction Yard**. Your agent will find the closest idle con-

struction yard that can do the task.

+ GALAXY OVERVIEW: Click here to see how many facilities, troops, and fleets you control. This option is covered in detail in the Resources, Facilities, and Manufacturing section later in this chapter.

+ GAME OBJECTIVES: Click here to check on which victory conditions have been met on both sides. This option is covered in this chapter under Winning the Game.

+ MANAGE GARRISONS: If this option is checked, IMP-22 or C-3PO will try to the best of their abilities, to make sure garrison requirements are met.

+ MANAGE PRODUCTION: If this option is checked, IMP-22 or C-3PO will try to the best of their abilities to maximize the output of mines and refineries.

+ TRANSLATE COUNTERPART: When checked (the default state), the agent translates R2-D2 or SD-7's whirs and beeps.

+ AGENT ADVICE: When checked (the default state), the agent periodically gives you tips on playing the game. This advice is channeled through the message system. This option is especially helpful while you're still new to the game.

The Message Droid

Your message droid—R2-D2 or SD-7—serves an important role in **Star Wars Rebellion.** The message droid lets you know any time something happens in the game: a system swings to your side, a troop or facility is built, one of your agents concludes a mission, and so on. The droid announces the messages (the agent translates the announcement). One way to read your messages is to right-click on the message droid and select **Messages.** A shortcut is to left-click on your message droid or press **F6.** The Display Message Index screen comes up (see Fig. 3.18).

Early in the game, you typically have a handful of messages every few turns. As your galactic influence spreads, however,

Display category tabs

Messages for currently selected category

Select all messages.

Close message screen.

Delete selected messages.

Message Summary

Post Messages Silently/Post Messages with Alert

Open Window

Chat Messaging System: (This is described later in this chapter in the section on head-to-head play.)

FIG. 3.18 DISPLAY MESSAGE INDEX WINDOW

and your resources, facilities, and military presence increases, it can be daunting to sort through all the messages you receive each day. To help you manage this information flow, you can filter which messages you receive, and which messages are displayed on this screen.

Click on one of the tabs to narrow down which messages to view. The Message categories are:

◆ LOYALTY MESSAGES: These messages let you know when a system changes sides, goes into an uprising, or has a change in garrison requirements.

◆ FLEET MESSAGES: These messages let you know when ships have been deployed or when your fleets have arrived at their destination.

◆ MISSION MESSAGES: These messages are where your agents (characters and Special Forces) report back the success of their missions. This is also where you'll hear news of enemy missions your forces have foiled.

◆ RESOURCE MESSAGES: These messages let you know when your available resources change, for example, a mine or refinery has been deployed.

◆ MANUFACTURING MESSAGES: These messages let you know about changes in your manufacturing facilities status, for example, if a construction yard finishes its assigned task or an orbital shipyard is deployed.

◆ DEFENSE MESSAGES: These messages let you know when troops or defensive facilities have been deployed.

◆ CONFLICT MESSAGES: These messages give you the results of any conflict, or lets you know when a fleet is blockading a planet.

◆ CHAT MESSAGES: This is where you can receive messages from your opponent in head-to-head gameplay. Chat messages are covered with head-to-head gameplay in Chapter 5.

◆ ADVICE MESSAGES: This is where you can read advice messages and tips from your agent. Note that advice messages are the only category that are not also displayed under the All Messages tab.

Select a message by clicking on it. You can select more than one message at a time by holding down the **CTRL** key while clicking on messages. Select all the messages between two messages by selecting one, holding down the **SHIFT** key, and selecting the other. Click on **Select All** to select all the messages in a tab. To delete selected messages, click on the **Delete** button. Messages are eventually deleted whether or not you read them, except for agent advice messages. Messages that have already been read are distinguished on the Index Display by having lighter type than unread messages. To read a message, either double-click on the message or select the message and then click on **Message Summary**.

The Message Summary screen (Fig. 3.19) has arrows at the top of the message graphic. Click on these arrows to read through your messages. If you have selected a Message Category tab, you will scroll through messages only in that category. To go back to the list, click on the **Display Message Index** button.

From either message screen, you can click on the **Open Window** button to go directly to the system the message is about.

Scroll through messages.

Close Message Window

Display Message Index

Post Messages Silently.

Open Window: Opens appropriate window for the system the message is about.
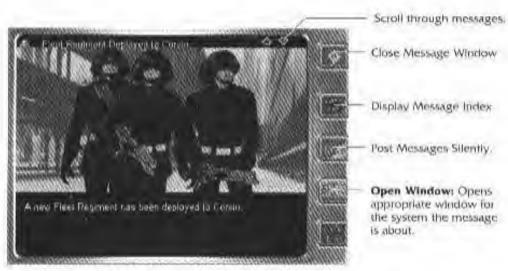
FIG. 3.19 MESSAGE SUMMARY

If you don't want to listen to the whirs and beeps every time a message is dispatched, click on the **Post Messages Silently** button on the Message tab you don't want to hear.

The Message Alert Bar

There is a second way to view and keep track of your messages. The Message Alert bar on the right of the screen (left for the Alliance) lights up an icon for messages in each category. For example, in Fig. 3.20 there are messages about fleets, missions, manufacturing and defense. To read these messages, simply click on the icon to go directly to the Display Message Index tab for that category.

FIG. 3.20 MESSAGE ALERT BAR WITH ILLUMINATED MESSAGES IN FOUR CATEGORIES

Limiting Messages

You can limit which categories the message droid reports by right-clicking on the message droid and going to the Message Alerts submenu (Fig. 3.21). The default setting alerts you to all categories of messages.

Star Wars Rebellion's Key Concepts

Now that you are familiar with the controls, the remainder of this chapter gives you complete game details for every aspect of strategic gameplay:

+ RESOURCES, FACILITIES, AND MANUFACTURING
+ POPULAR SUPPORT AND CONTROL
+ CHARACTERS, SPECIAL FORCES, AND MISSIONS
+ TROOPS AND FLEETS: OFFENSIVE AND DEFENSIVE
+ WINNING THE GAME

RESOURCES, FACILITIES, AND MANUFACTURING

This section discusses everything you need to know about resources, manufacturing capacity, and facilities.

FIG. 3.21 SD-7'S MESSAGE ALERTS SUB-MENU

Resources and Manufacturing

Any time you build something in the game —from a manufacturing facility to an Army Regiment—you need to expend a certain amount of your refined materials. Furthermore, everything you build needs a certain amount of maintenance capacity for upkeep. (Exceptions are mines and refineries themselves.) Therefore, the more you build, the more you expand, the more resources you need.

Raw materials, refined materials, and maintenance capacity are all measured in units. Each mine you build produces raw materials. A mine costs 20 units of refined materials to build, but doesn't cost anything to maintain. (This is important early in the game as you're building mines and refineries to increase your maintenance capacity.)

Refineries cost 20 units of refined materials to build and, like mines, don't cost anything to maintain. Refineries produce refined materials from the raw materials produced by mines. You need refined materials to build just about anything else. Refinery/mine combinations produce maintenance capacity, which you

REFINED MATERIALS AND MAINTENANCE CAPACITY

Every facility, ship, troop or SpecForce unit in the game requires refined materials to produce. These materials are used during the building process, drawn from the available supply as needed by the construction yard, training yard, or shipyard. In fact, if you don't have enough refined materials, building slows until the supply is sufficient to finish the project. Once a unit is built, the refined materials used to produce it are considered "used up."

Except for mines and refineries, every facility, ship, troop or SpecForce unit also requires maintenance capacity to maintain. Unlike raw and refined materials, which are generated each day like a steady stream, your total maintenance capacity is more like a pool. Each mine/refinery combination makes a one-time contribution of 50 units to the pool. Likewise, units, facilities, and ships make a one-time withdrawal from this pool. Maintenance units are taken as soon as you give the order to build the unit. The maintenance monitor shows the total unused capacity.

The more maintenance units that a mine or refinery has to contribute, the slower it will be in processing raw/refined material points. Also, the lower the popular support in the system for your side, the slower the mines and refineries in the system will be in processing raw/refined material points.

need to maintain your facilities, troops, and fleets. Mines and refineries do not have to be on the same system to work together. Refineries that are on any system you control automatically refine mined material from any other system you control.

Your current supply of these resources is displayed at the top of the screen (Fig. 3.22).

Raw Materials | Refined Materials | Maintenance
Monitor | Monitor | Monitor

FIG. 3.22 RESOURCES MONITORS

BUILDING FACILITIES

In order to build any type of facility, you need a construction yard. The Manufacturing and Production window (Fig. 3.24) shows whether a system has a construction yard. To bring up the Manufacturing and Production window, double-click on the **Manufacturing** icon on the top left side of a system (Fig. 3.23).

FIG. 3.23

To give this construction yard a command to begin building, you would right-click under **Facilities Under Construction.** Click on **Build.** This brings up the Build Selection window shown at right (Fig 3.25).

To see what facilities you can build, click on the down arrow under the default facility. Facilities in the game are either manufacturing and production facilities (which produce something for the game) or defensive facilities. Defensive facilities are covered later in this chapter under Defense. The following is a list of the manufacturing and production facilities you can build. Not all of these facilities are available at the beginning of the game. Advanced facilities are only available

after the technology is developed from Research and Development.

MINES give you access to a system's raw materials.

REFINERIES refine mined materials to produce refined materials, which are used to build every type of unit in the game.

CONSTRUCTION YARDS let you build other facilities. Two construction yards double the speed, three triple the speed, and so on.

TRAINING FACILITIES let you build troops and Special Forces. Two training facilities double the speed, three triple the speed, and so on.

ORBITAL SHIPYARDS let you build capital ships and fighters. Ships are covered later in this chapter under Troops and Fleets. Two shipyards double the speed, three triple the speed, and so on.

ADVANCED CONSTRUCTION YARDS let you build other facilities. They build facilities more efficiently than standard construction yards.
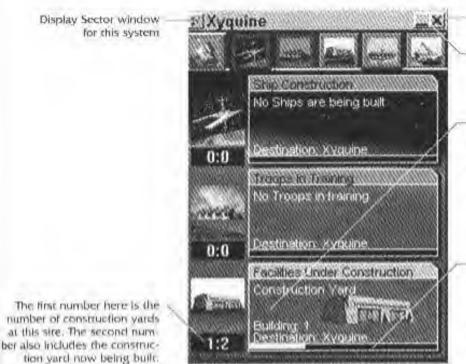
ADVANCED TRAINING YARDS let you build troops and Special Forces. They build troops and SpecForces more efficiently than standard training yards.

ADVANCED SHIPYARDS let you build capital ships and fighters. They build ships more efficiently than standard shipyards.

Display Sector window for this system

Close button

Minimize button

Xyquine

Ship Construction

No Ships are being built

Destination: Xyquine

0:0

Shows what is under construction, how many are being built, and the destination for the facility. Right-click in this area to give the construction yard instructions.

Troops in Training

No Troops in training

Destination: Xyquine

0:0

Facilities Under Construction

Construction Yard

Building: 1
Destination: Xyquine

1:2

The first number here is the number of construction yards at this site. The second number also includes the construction yard now being built.

This progress bar shows how far along the current construction progress is. If there is more than one unit in line to be built, this shows status of current unit only.

FIG. 3.24 MANUFACTURING AND PRODUCTION WINDOW

Build Selection

Construction Yard

Currently selected facility to build

Click here to bring up list of facilities.

Amount of refined material needed for facility

10   10

Estimated time to completion

Amount of maintenance needed for facility

Best Time To Completion: Days: 40

Best Time To Deployment: Days: 9

Time to deploy facility (if destination is different system)

Select number of units to build consecutively.

Number to build: 1

Begin building.

Bring up Encyclopedia entry for this facility.

Cancel

FIG. 3.25 BUILD SELECTION WINDOW

You can instruct the construction yard to build more than one facility by clicking on the **Number to Build** text box. Units are built consecutively. R2-D2 or S3-7 informing you as each unit is deployed.

NOTE: When you order multiple units to be built, maintenance capacity for all units are deducted at the time you give the order.

The Build Selection window gives the estimated days to completion. This is a "best case" figure—building slows if you don't have sufficient refined materials, and is suspended if the system is under blockade or in uprising.

Stopping Construction

You can halt construction any time by right-clicking in the **Facilities Under Construction** area and clicking on **Stop**. The construction area clears and you recoup the maintenance that the units you were building took up.

> Starting a new project cancels the current construction and frees the maintenance the project was using.

Setting the Destination System

You can build facilities on any system you control by right-clicking under **Facilities Under Construction** and selecting the **Destination** menu option. Click on the destination system with the cross hairs. In order to build on a system, however, that system must have energy available. Energy is represented in the Sector window as blue and white squares (Fig. 3.26). Each facility you build on a system changes a blue square to white, giving you less energy to build there.

Xyquine is "full." It has no more energy available for new facilities.

Commenor, on the other hand, has room for two more facilities.

FIG 3.26. THE SECTOR WINDOW SHOWS RESOURCES FOR THE SYSTEMS IN THAT SECTOR.
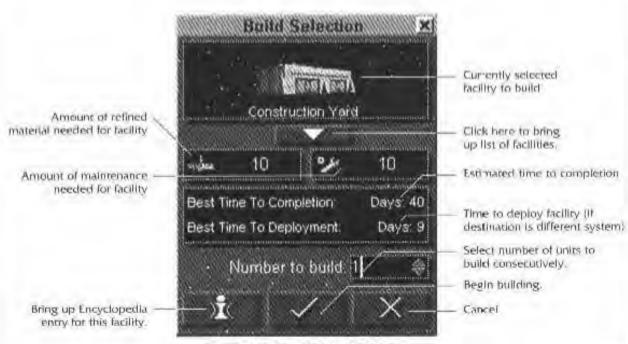
NOTE: If you want to build a mine on a system, you also need raw materials available. They are represented as red squares (Fig. 3.26). Mines are yellow squares.

THE MANUFACTURING AND PRODUCTION WINDOW TABS

You've been concentrating on the default Manufacturing tab in the Manufacturing and Production window. The other tabs, shown in Fig. 3.27, let you see the production facilities directly on the system. Note that grayed-out tabs indicate no facilities of that type are on the system. By right-clicking on the units, you can issue commands via the pop-up menu.

Select the **Encyclopedia** option to bring up the Encyclopedia entry for that unit.

Click on **Status** to see the unit's current status, shown in Fig. 3.28. The status is particularly useful if the unit is still being built or is en route, as it shows you the estimated time of arrival or deployment for the unit.

The image for these units shows whether the unit is completed, being built, or en route.

UNIT IS COMPLETED.
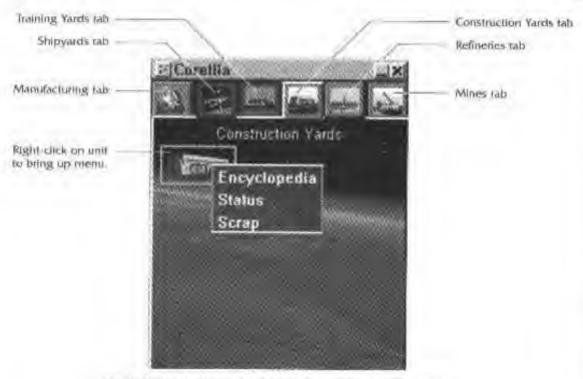
UNIT IS UNDER CONSTRUCTION.

UNIT IS EN ROUTE.

Training Yards tab

Shipyards tab

Manufacturing tab

Construction Yards tab

Refineries tab

Mines tab

Right-click on unit to bring up menu.

Construction Yards

Encyclopedia

Status

Scrap

FIG. 3.27 MANUFACTURING AND PRODUCTION WINDOW TABS

Location of facility

Status may be active, under construction or en route.

Shows how many maintenance units facility uses.

Number of days to convert one refined material point

Indicates facility's resistance to orbital bombardment.

Manufacturing Status

Location: Corellia
Status: Active
Maintenance Cost   10
Standard Processing
Rate   0
Bombardment Value 3

Picture of facility

Construction Yard

Brings up Encyclopedia entry for facility.
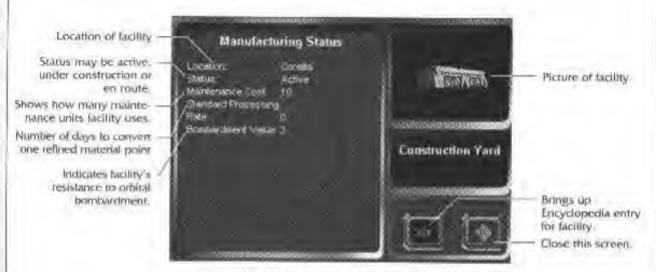
Close this screen.

FIG. 3.28 STATUS WINDOW FOR CONSTRUCTION YARD

SCRAPPING FACILITIES

If you want to get rid of one of your facilities, you can scrap it. This returns to you the maintenance and some of the refined material the unit used. Scrapping facilities frees up energy on a system. You might, for example, scrap a mine so you can build a construction yard, or scrap a training yard to replace it with an advanced training yard. You may also scrap facilities if you are low on maintenance capacity or refined materials.

To scrap a facility, go to the tab that has the icon for that facility. Right-click on that item to bring up the menu, and select **Scrap**.

You can scrap any facility, troop, or ship in this way.

> **TIP**
>
> If you don't have enough maintenance capacity to support all your capital ships, fighter squadrons, troops, and facilities, **Star Wars Rebellion** will start choosing what to scrap for you.

RESERVING CONSTRUCTION YARDS

When you right-click on the **Facilities Under Construction** area of the Manufacturing tab of the Manufacturing and Production window, you'll see one of the options is to Reserve the construction yard. This means that if you turn over Maintenance Production to your agent, the agent won't use that facility to build mines and refineries. You might do this if you want to keep a construction yard available for your own purposes.

CONSTRUCTION YARD PROJECT STATUS

When you right-click on the Facilities Under Construction area of the Manufacturing tab of the Manufacturing and Production window, you'll see one of the options is Status. This brings up the Facilities Under Construction window. The Status entry for this window (Fig. 3.29) tells you the day on which construction will be finished.
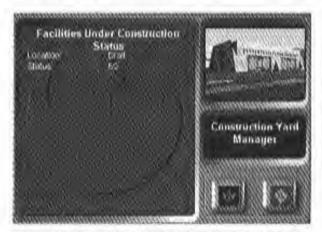
FIG. 3.29 FACILITIES UNDER CONSTRUCTION STATUS (CONSTRUCTION YARD MANAGER)

ORGANIZATIONAL TOOLS

Keeping track of mines and refineries, and planning the best use of your resources are a critical aspect to the game. Below are some tools that will help you.

The GID Resources and Manufacturing Sub-Menus

✦ RESOURCES: Changes the Galactic Information Display so that larger stars represent available energy, raw materials, mines, or refineries (Fig. 3.30).

✦ MANUFACTURING: Changes the Galactic Information Display so that larger stars indicate shipyards, training facilities, or construction yards on a system (Fig. 3.31).

You can further pinpoint only those shipyards, training centers, or construction yards that are currently idle.

FIG. 3.30 THE RESOURCES SUB-MENU

FIG. 3.31 THE MANUFACTURING SUB-MENU

Resource Monitors

The Raw Materials Monitor, Refined Materials Monitor, and Maintenance Monitor at the top of the screen (Fig. 3.32) give you the current availability of these resources.

FIG. 3.32 RESOURCE MONITORS

Sector Window

The Sector window (Fig. 3.33) shows how many raw materials you have available, how many mines, and how many energy spaces are available.

Use Your Droids

Use C-3PO/IMP-22. Right-click on your
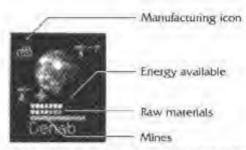
FIG. 3.33 SECTOR WINDOW IMAGE OF SYSTEM

agent to bring up a menu (Fig. 3.34) which includes helpful shortcuts for managing production and keeping track of your resources.

✦ BUILD FACILITIES: Click this menu item to build any facility on any system. The cursor changes to targeting cross hairs. Click on the system where you want a new facility. The Build Selection window comes up. This is the same window that comes up when you give a construction yard a direct order to build. When you make a selection and click on the checkmark, your agent will track down the closest construction yard to get the job done. Of course, that this

FIG. 3.34 AGENT MENU

option only works if you have a construction yard available.

- GALAXY OVERVIEW: This menu option gives you information about your facilities, ships, troops, fighters, and Special Forces. Click here to see Fig. 3.35 shown below.

- MANAGE PRODUCTION: This option lets the agent take over some of the work. When you select Manage Production, C-3PO or IMP-22 will build mines and refineries in any open energy and raw material slots it finds. It will start with slots that are closest to the construction yards and expand from there. The agent will work to balance the number of mines and refineries, and to maximize your maintenance points, but it won't scrap mines or refineries to bring the two into balance. Once the manager is turned on, it will not stop until there are no avail-

able energy and/or raw material slots remaining, or until you turn it off.

Popular Support and Control

Popular support in **Star Wars Rebellion**, sometimes called loyalty, is a measurement of how strongly a system supports your side. Key systems—Coruscant, for example, Yavin, and the Alliance headquarters—begin the game completely in support of their sides. In most other cases, however, at least some of the population has support for the opponent. How strongly a system supports your side is susceptible to change throughout the game.

Tied closely with the concept of popular support in **Star Wars Rebellion** is control: whichever side controls a system can station troops or draw resources from that system. Systems that are not controlled by the

This is the total number of that facility or unit you control

This is the total amount of maintenance capacity being used to support those units. In this example, six X-wings are each using eight maintenance units.

Items are identified by icons

There's one row for each type of facility, ship, troop and SpecForce you control.

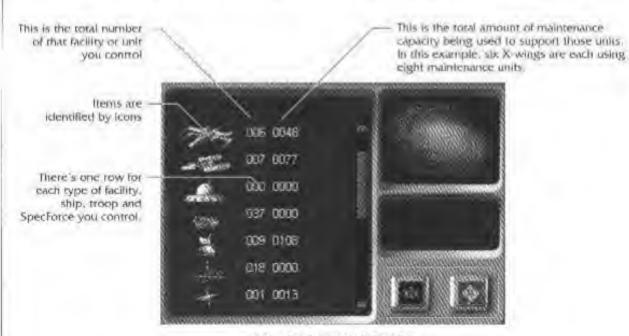|	
006	0048
007	0077
000	0000
037	0000
009	0108
018	0000
001	0013

FIG. 3.35 GALAXY OVERVIEW

Empire or Alliance are neutral. Neutral systems don't have strong support for either side. By increasing popular support on a neutral system, you can bring the planet under your control.

If a system you control does not strongly support your side, smugglers may begin to steal resources from the mines and refineries on that system. Resources stolen in this way will be turned over to your opponent.

If there is not enough popular support on a system for your side to control it, you can take control of it by placing trooper regiments on it. To do this you need to assault the system. (See section on offensive play later in this chapter.)

Note that even though you can control a system with trooper regiments, the speed at which mines and refineries produce raw and refined material points, and the chance that these points will be smuggled away from your side, is influenced by the popular support in a system. So, controlling a system with trooper regiments in absence of popular support has its disadvantages. (Smuggling can be reduced by placing trooper regiments, ships, and fighters in the system.)

There are also unpopulated systems. Unpopulated systems can be controlled by your side by placing one or more trooper regiments on them. However, if you do this, you will only continue to control the system as long as you leave one or more trooper regiments on the system, because the system will still be unpopulated.

Unpopulated systems attract a population 100 percent loyal to your side as soon as your first facility arrives at the system. Therefore, it is a good idea to build a facility

at an unpopulated system that you control as soon as possible, so that the system gains a population and your control of the system doesn't depend on the continued presence of trooper regiments.

The following are the key issues that affect popular support in **Star Wars Rebellion.**

+ DIPLOMACY MISSIONS: Sending one of your characters on a Diplomacy mission to a system can increase popular support for your side. You cannot send characters on Diplomacy missions to enemy systems.

+ SUBDUE UPRISING MISSIONS: Subdue Uprising missions will also increase popular support for your side (although much more slowly than a Diplomacy mission). However, unlike Diplomacy missions, Subdue Uprising missions can only be sent to systems that are in a state of up rising, and they help to end the uprising.

+ OTHER SYSTEMS IN SECTOR: Changes in support on a system can affect popular support on other systems in that sector. For this reason, if you gain control of one system in a sector due to changes in popular support (that is, no trooper regiments were added or removed to cause the change in control), others may follow suit. On the other hand, if your opponent takes over one of the systems that you control due to changes in popular support, other systems in that sector may become neutral, and neutral systems may go over to your opponent's side.

+ ABANDONING A SYSTEM: If you remove your last trooper regiment from a system, and the system shifts away from your

control as a result, you may suffer popular support losses throughout the sector.

◆ TROOPER REGIMENTS: The first troops you station on a system after an assault decrease popular support for your side, unless popular support for your side is already strong on the system. However, if your side is the Empire, the presence of troops will also slowly increase support for your side (as long as there is not an uprising underway). Because you must assault a planet with troops to take it over by force, doing so results in a decrease in popular support.

◆ LOSING IN BATTLE: When you fight a battle against the enemy, the loser will experience a decrease in loyalty throughout the sector where the battle occurred, depending on how many ships and troops they lost relative to their opponent. Any time you lose a capital ship (or, to a lesser extent, troops) in battle, your popular support throughout the sector where the battle occurred goes down.

◆ UPRISINGS: The longer an uprising continues on a system that your side controls, the more popular support you lose on that system.

◆ BLOCKADES: Popular support is affected on systems that are under blockade. If popular support on a blockaded system favors the Alliance, then Alliance popular support for the Alliance increases as the blockade continues. If popular support on a blockaded system favors the Empire, then popular support for the Empire will increase as the blockade continues.

◆ CIVILIAN DAMAGE IN BOMBARDMENTS: If you damage civilian facilities

in a bombardment (any manufacturing or production facility), you lose popular support for your side. Civilian damage can occur even during a military bombardment due to "collateral" damage. (This means that you hit a civilian facility by accident.)

◆ DEATH STAR: The presence of a Death Star in a sector makes it easier for the Empire to maintain control of systems in that sector. Using the Death Star to destroy a planet decreases support throughout the galaxy, not just throughout the sector.

◆ LOSING YOUR HEADQUARTERS: If you lose your headquarters because it is captured (Coruscant) or destroyed (Rebel HQ), you immediately suffer a severe drop in popular support in the sector. If you are playing the part of the Alliance, moving your headquarters to another system will result in a small drop in popular support at the system in which it was originally located.

GARRISON REQUIREMENTS

Trooper regiments stationed on a system make up a garrison. If a system you control does not strongly support your side (for example, because you took over the system by force), that system might have garrison requirements. Garrison requirements are stated in the Trooper Regiment tab of the System Defenses window. A garrison requirement of two means you need at least two troopers on the system to keep control. Not meeting garrison requirements could cause the system to go into uprising

UPRISINGS

A system you control may go into an uprising if you don't have enough troops to meet the garrison requirements. Systems in uprisings are identified by a flaming icon at the lower right of the system (Fig. 3.36).

FIG. 3.36 SYSTEM IN UPRISING

While a system is in uprising, manufacturing halts, and some missions on that system fail. Systems in uprising experience a sharp increase in garrison requirements. If a system stays in uprising too long, you may lose troops and facilities there, and may ultimately lose complete control of the system. To quell an uprising, you either need to send in more troops, or send one of your characters on a Subdue Uprising mission to the system.

NOTE: *An uprising is an armed response to your presence on the system. Your troops and characters are at risk of being captured or killed.*

Conversely, you can try to stir things up on an enemy system by sending a character on an Incite Uprising mission.

INFORMATION SOURCES FOR POPULAR SUPPORT

The Sector window (Fig. 3.36) is your main source of information on popular support. The amount of red and green on the Loyalty gauge underneath each system shows how strong your support is, and how susceptible a neutral system may be to being won over to your side.

To get a broader view of your support across the galaxy, select **Popular Support** from the Loyalty sub-menu of the Galactic Information Display control menu. Larger stars in this view indicate systems with strong support for your side, regardless of who controls those systems. You can also select **Uprisings** from this menu to see systems in uprisings.

Characters, Special Forces, and Missions

The characters in **Star Wars Rebellion** give the game much of its flavor, but they are also critical to gameplay. Each character has special abilities and strengths that you can use to further your strategy. Specifically, characters can have skills in diplomacy, espionage, combat, and leadership. This section talks about characters and missions in detail. You'll also see how characters can improve their abilities, and how some characters may be strong in the Force.

BEGINNING CHARACTERS

As you begin the game, there are certain key characters you start with. See the charts on the next page for key characters on each side.

Each game begins a little differently, with the characters at different locations. You also have one extra character for a standard game, two for a large game and four for a huge game. These characters are randomly selected and placed. Additionally, you can recruit characters to your side as one of your many mission options. This is discussed in detail

later in this chapter. There are a total of 30 possible characters for each side.

USE THE FORCE!

The Force is a great power in the galaxy which some characters can harness to increase their other abilities. Force-using characters—if strong enough in the Force—can also be used to detect enemy Force-using characters on missions, and foil them, if they are located in the same system. Force-using characters can also heal faster than normal if they are strong enough in the Force.

There are five levels of Force users: Novice, Trainee, Jedi Student, Jedi Knight, and Jedi Master. Some characters may be strong in the Force yet be unaware of it. Luke Skywalker has the ability to discover Alliance characters with the potential to use the Force, while Darth Vader has the ability to discover Imperial characters with the ability to use the Force. Luke or Vader can only discover that a character is a potential Force user

BEGINNING ALLIANCE CHARACTERS (At Yavin, Except Mon Mothma)

Princess Leia   Strong diplomatic and leadership skills.

Luke Skywalker   Strong combat skills; also skilled in espionage and diplomacy. Luke Skywalker is a Force user whose skills may increase as the game progresses.

Han Solo   Strong espionage, combat, and leadership skills. Unfortunately, he still has the pesky problem of having a price on his head.

Wedge Antilles   Good combat, espionage, and leadership skills. Wedge Antilles also knows how to research new ship design.

Chewbacca is good at combat and espionage.

Chewbacca

Jan Dodonna has a range of skills including combat, leadership, and diplomacy.

Jan Dodonna

Mon Mothma   As president of the Alliance, Mon Mothma has exceptional leadership and diplomatic skills. She is located at Alliance headquarters, which is on a different system in an outlying sector every game.

when they are on the same system or ship as the potential Force user. When that happens, Luke Skywalker or Darth Vader will send you a message like Fig. 3.37.

While Darth Vader can discover potential Imperial Force users right away in the game, Luke Skywalker is not strong enough in the Force at the start of the game to discover potential Alliance Force-using characters. Also, Luke gains the ability to discover potential Force users before he is strong enough in the Force to train them on a Jedi Training mission.

FIG. 3.37 FORCE-USING CHARACTERS CAN DETECT THE FORCE IN OTHERS.

BEGINNING EMPIRE CHARACTERS (Randomly Placed, Except Emperor)

	Emperor Palpatine	Exceptionally strong leadership and combat skills, as well as diplomatic skills. Strong in the Force, the Emperor always begins the game at Coruscant.
	Plett	Good combat and leadership skills; strong diplomatic skills.
	Veers	Good combat and leadership skills. Veers can perform troop Research and Development missions.
	Darth Vader	Strong leadership, diplomatic, espionage and combat skills. Darth Vader is very strong in the Force.
	Jerjerrod	Strong leadership and good diplomatic skills
	Ozzel	Strong leadership, combat, and espionage skills.
	Needa	Strong leadership, combat, and espionage skills

Learning a character is Force-aware gives that character a Force rating of Novice and immediately increases the character's leadership, combat, and espionage abilities. You can increase these abilities further by training the character in the Force. To do this, you send the character with Luke Skywalker or Darth Vader on a Jedi Training mission. This is covered in detail later under Missions.

Luke Skywalker always begins the game as a Trainee. At some point in the game, he will go off alone to Dagobah, to be trained by Yoda. If his training is successful, he'll have a higher Force ranking when he returns. (The only way his training would be unsuccessful is if he is interrupted because Han is captured by the bounty hunters and brought to Jabba's palace.)

TRAITORS

Like planetary systems, characters have a loyalty rating that depends in part on how strong your support is throughout the galaxy. Unfortunately, you cannot examine a character's loyalty directly. Characters strong in the Force can also ferret out traitors in a party.

Key characters have strong loyalty that won't waver. Some secondary characters, on the other hand, may become traitorous. If you send a traitor on a mission, he or she may betray the mission. Character loyalties are affected by the progress of the game, so they will improve as you have victories. The chance that a character will betray a mission (act traitorous) can be affected by the destruction of the Rebel HQ; the Empire gaining or losing control of Coruscant; and getting ships, fighters, or troops destroyed in battles, assaults, and bombardments.

If a character in your mission is discovered to be a traitor, often the best thing to do is retire that character via his or her right-click pop-up menu. However, it may happen that most of your characters will become traitorous at the same time, because you are losing. What then? You probably don't want to retire all your characters. You might just let them sit tight and hope for an improvement in the game, so that traitorous characters become less so and you can use them again. *NOTE: Characters in command roles will not betray you, even if they have a low loyalty.*

THE *MILLENNIUM FALCON* EFFECT

If Han Solo is traveling by himself, or with other characters (no Special Forces), and they are not traveling on a ship, they are assumed to be traveling on the *Millennium Falcon* and traveling twice as fast as they normally would.

THE "SEAT OF POWER" EFFECT

If the Emperor is on Coruscant (not on a fleet at Coruscant) and is not captured and Coruscant is under Empire control, then all Imperial characters in the galaxy get a leadership bonus.

LUKE AND LEIA'S SPECIAL HERITAGE AND THE FINAL BATTLE

If Luke Skywalker has an encounter with Darth Vader, he'll make a disturbing discovery about his and Leia's heritage. If he is not captured in the encounter, he will be badly injured to reflect the fact that he has been deeply affected by his encounter and thus

can't be used on missions, or as a command character, for a long time.

Leia always has Force potential but this can't be discovered until she learns about her heritage from Luke. (She is unlike other potential Force-using characters that can be discovered.)

Both Luke and Leia have an Evasion Force bonus. If Luke or Leia evades capture, they get a slight increase in their Force abilities. Leia must be Force-aware to get this increase. Luke and Leia also have an Encounter Force bonus. If Luke or Leia encounter Darth Vader or the Emperor, and are not captured, they get a more substantial increase in their Force abilities. Leia must be Force-aware for this to happen to her.

Luke's learning his heritage sets the machinations for the "Final Battle" in motion. If Luke knows his heritage, and has a high enough Force value, and is captured, and both Darth Vader and the Emperor are uncaptured, and not en route or on a mission, Darth Vader will start trying to abduct Luke and bring him before the Emperor. If he succeeds, the Final Battle occurs. If Luke loses, he remains captured with the Emperor. If Luke wins, he gets free, captures the Emperor and Vader, and escapes to a friendly system or fleet with them. Luke is much more likely to succeed in the Final Battle if he has a high Force value.

IMPROVING YOUR CHARACTER'S ABILITIES

Characters come into play with certain attributes. A character may have an espionage rating of 69, for example. You can increase these ratings over time by giving the character experience in the attribute you want to enhance. If the character succeeds at the mission, those attributes used by the mission may be enhanced. At the end of a successful Espionage mission, for example, a character's espionage rating will be higher if that character was the one who made the mission succeed. This will in turn improve the character's performance in his or her next Espionage mission. Only one character can cause a particular mission to succeed. If a SpecForce caused the mission to succeed, then no member of the mission gets an increase in their abilities.

NOTE: Force-aware characters may experience a small growth in their Force abilities after a successful mission, but usually not enough to advance them to the next Force level.

COMMAND RANKS

You can put a character with a command rank in charge of all of the regiments on a fleet or system, all of the ships in a fleet, or all fighter squadrons assigned to a fleet or system. Characters with command ranks can improve your success in battle during tactical mode. Possible command ranks are Admiral, General, or Commander.

✦ ADMIRALS enhance the reaction time of ships in their fleet in the tactical game. If several fleets are used in one battle, the best admiral of those assigned is used. Admirals magnify the effects of ships on bombardment, improve the maneuverability of capital ships, and help block enemy mission.

✦ GENERALS enhance the strengths of trooper regiments for assault (on a fleet) or while defense (on a system). They also magnify

the effect of defensive batteries. Generals have no added effect in tactical battles.

✦ COMMANDERS enhance the effectiveness and maneuverability of fighters in the tactical game. You can also assign a commander to system defense fighters.

All command ranks greatly enhance the ability of their associated units to detect enemy missions. If an enemy mission is detected, then the command ranks also enhance the ability of their associated units to capture or kill members of the enemy mission. The strength of this special ability depends on the character's espionage rating. The strength of the ability to capture or kill members of enemy missions, once the mission is detected, depends on the character's combat rating. In both of these cases, the higher the rating is, the better.

TIP

Assign a general or commander to any system that you want to defend.

WHEN BAD THINGS HAPPEN TO GOOD CHARACTERS...

Characters can be captured by the enemy, injured, or even assassinated (if you are play-

ing the Alliance). A character's icon reflects the status of that character (see chart). A character that is assassinated is, well, dead. A character may be injured if the ship on which he is located is blown up (as a result of a battle, bombardment, or sabotage); if the system on which he is located is blown up by a Death Star; in an encounter between two Force-using characters; while evading capture or being captured; or as a result of an assassination attempt. An injured character cannot go on missions and is particularly vulnerable to being captured. There is always a chance that when a character is injured that he may be killed. If he is not killed, he will be healed if he rests on a system or fleet that you control. Captured characters do not heal while they are captured.

A character may be captured in several ways: directly via an abduction mission; by being detected by a foiler while the character is on an enemy system; when a system the character is on is taken over by the enemy; and, when the character tries to escape a system that is under enemy blockade.

If you have captured an enemy character and want to transport him or her, you can do so as long as one character or SpecForce unit acts as "jailer" and stays with the character during transport.

CHARACTER STATUS ICONS

Ready on a system or fleet

In transit between systems

Captured

Injured

If a character is captured, help may be on the way. You can send remaining characters and Special Forces on a Rescue mission. You can also try to rescue a character by taking over the system where he is being held captive. Blowing up a ship that holds a captured character may result in the character being set adrift, and sometimes recovered, but this can also result in the character being killed. NOTE: *Han Solo may at some point be captured by bounty hunters. If this happens, Luke Skywalker, Leia Organa, and Chewbacca will automatically try to rescue him.*

SPECIAL FORCES

Another way to acquire personnel who can perform missions for you is to build Special Forces at training facilities. Special Forces (a.k.a. SpecForces) are designed for specific missions, such as Espionage and Reconnais-

sance. They lack the breadth of skills that characters have, and, unlike characters, they don't improve their skills if they succeed on missions. However, they are simple to build and make useful additions to mission teams. To build a Special Forces team, find an idle training facility, right-click on it and select **Build** (see Fig. 3.38).

The Special Forces are intermixed with the troops in the drop-down menu. Do not confuse the two, however. Troops are specifically for establishing garrisons, defending planets from ground assault and conducting planetary assaults to take over systems. Troops never go on missions. Likewise, Special Forces do not count toward the garrison requirements of a system.

There is another way to build Special Forces. Right-click on your agent and select **Build Troops** from its menu (Fig. 3.39).

FIG. 3.38 BUILD SPECIAL FORCES ON A SYSTEM WITH A TRAINING FACILITY.

FIG. 3.39 YOU CAN USE YOUR AGENT TO ISSUE A BUILD ORDER.

When the cursor changes to targeting cross hairs, select a destination system. If there is an idle training facility available, the Build Selection menu comes up. Select the Special Forces unit to build, and your agent will instruct the nearest available training facility to build the unit.

Below are the Special Forces in **Star Wars Rebellion**, and the missions you can send them on.

FINDING CHARACTERS AND SPECIAL FORCES

There are two ways to locate your characters and Special Forces, collectively known as your personnel. The first is the Personnel Finder. The second is the trusty Galactic Information Display.

NOTE: You cannot locate Luke when he is at Dagobah, or Han Solo, Luke, Leia, or Chewbacca if they are at Jabba's palace.

AFFILIATION	ICON	SPECIAL FORCE	MISSION TYPE
Alliance		Longprobe Y-wing Recon team	Reconnaissance
		Bothan Spies	Espionage
		Guerrillas	Incite Uprising Subdue Uprising
		Infiltrators	Abduction Sabotage Death Star Sabotage Rescue
Empire		Imperial Probe Droid	Reconnaissance
		Imperial Espionage Droid	Espionage
		Imperial Commandos	Sabotage Subdue Uprising Incite Uprising
		Noghri Death Commandos	Abduction Assassination Rescue

The Personnel Finder

Use the Personnel Finder (see Figs. 3.40 and 3.41) to track down a specific character or Special Force (SpecForce) unit. The Personnel Finder control is one of the buttons beneath the Galactic Information Display. You can enter the name of the character to locate him, or scroll down the list and select a character. Tabs let you search through a list of Alliance personnel or Imperial personnel

Personnel Finder (Imperial player's view)

FIG. 3.40 IMPERIAL PERSONNEL FINDER

Personnel Finder (Alliance player's view)

FIG. 3.41 ALLIANCE PERSONNEL FINDER

Enter a character name to go directly to that character in the list.

Tab lists only Imperial personnel.

Tab lists only Alliance personnel.

Select a character by clicking on his or her name.

Close Personnel Finder window.

Display: Close window and open System window for selected character

Characters: Switch to Character Finder screen.

SpecForces: Switch to Special Forces Finder screen.

FIG. 3.42 PERSONNEL FINDER WINDOW FOR CHARACTERS

(see Fig. 3.42). To open up the Planetary window for the selected character, click on the **Display** button, or double-click on the character's name.

Click on the **SpecForces** button to search for Special Forces. This screen (see Fig. 3.43) shows all your Special Forces, and where they are located. Again, use the Display button to go to that system. To learn more about a character whose name you see in the Personnel Finder, double-click on the character's name or press the **Display** button to bring up the System Window—system defenses, fleet or mission—in which the character appears. If you have no information about an opposing character's location, no System window appears.

Click on the **Close** button if you don't want to bring up a window for specific personnel.

Finding Characters with the Galactic Information Display

You can use the main Galactic Information Display to see how your personnel are distributed across the galaxy. Select **Personnel** from the Galactic Information Display menu and select either **Active Personnel**, to see the locations of your personnel who are on missions or in command, or **Idle Personnel**, to see the locations of personnel who are available for assignments.

Examining Personnel

There are two main sources of information about a character: the Galactic Encyclopedia, and the Status window. To examine a character, you first need to bring up the System Defenses window for the system where the character is located. Double-click on the **Defenses** icon for a system, located on the lower left side of the system in the Sector window (Fig. 3.44).

FIG. 3.44

Right-click on a character's icon to bring up the menu for that character. Select **Encyclopedia** to go directly to the entry for

Enter a system name to scroll to that system

Close Personnel Finder window.

Display

Characters:
Click here to go back to the Character Finder screen.

Grid shows the number of each SpecForce on each system. Double-click on a line or a system name to go to that system.
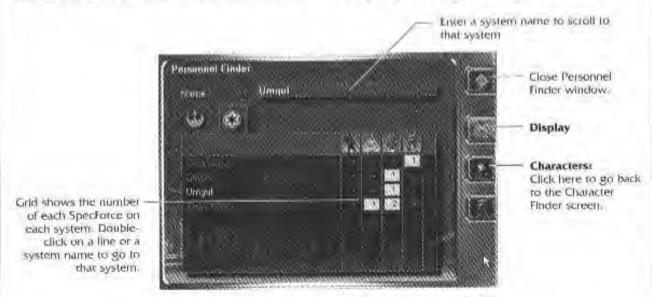
FIG. 3.43 PERSONNEL FINDER WINDOW FOR SPECIAL FORCES

that character. The Encyclopedia gives you general information and background about a character. The Status box, however, gives more up-to-the-minute and precise information. Right-click on a character to bring up the menu (Fig. 3.45), and click on **Status**.
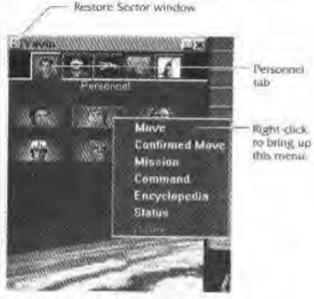
FIG. 3.45 SYSTEM DEFENSES WINDOW

The Character Status Window (Fig. 3.46) shows information about the character that might change over the course of the game.

FIG. 3.46 STATUS WINDOW FOR LUKE

Below is the information about each character this screen shows:

✦ NAME: Character's name.
✦ COMMANDING: Character's current command rank. Many characters have the potential for command, but you must explicitly assign the rank for it to be in effect.
✦ ATTACHED: This is the character's location, or, if en route, his destination.
✦ STATUS: Tells whether character is awaiting orders, on a mission, in transit, etc.
✦ FORCE RANKING: Shows how well studied the character is in the Force, if at all.
✦ DIPLOMACY RATING, ESPIONAGE RATING, COMBAT RATING, LEADERSHIP RATING: These ratings indicate how likely a character will be to succeed at various mission types. Ratings range from 0 (Chewbacca, for example, has practically no chance at success on a Diplomatic mission) to 150 or even higher for very advanced characters. Only very key characters begin the game with the highest ratings.
✦ R&D CAPABILITIES:
  • Ship Design • Troop Training
  • Facility Design
  One of the mission types is to promote research and development (R&D). There are three areas of R&D in the game: Ship Design, Troop Training, and Facility Design. This section of the status screen shows which of these topics, if any, the character has expertise in. If a character has a **Yes** for Troop Training, for example, you could send him or her on a mission to promote research in that area. Details on R&D are later in this chapter.

◆ POSSIBLE COMMAND RANKS:
  • Admiral • General • Commander
  The status box indicates the character's
  potential command rank. To actually put
  the character in command, right-click on
  the character, select **Command** and then
  the desired Rank sub-menu option.

MISSIONS

Star Wars Rebellion has many different
types of missions on which you can send
your characters. You can send single charac-
ters or SpecForce units on missions, or you
can put together a mission team. Teams can
consist of a combination of characters and
SpecForces. To assign a team to a mission,
select each member of the team (hold down
the **CTRL** key while clicking) and then fol-
low the commands described below. All
team members must be on the same system
or fleet to begin a mission together.

The general procedure to initiate a
mission is to right-click on a character or
team and select **Mission.** When you do this,
the cursor changes to the cross hair; then
select a target for the mission. The mission
target can be a system, facility, characters,
SpecForce, fighter squadron, or trooper reg-
iment, depending on the type of mission.
*NOTE: You can only send your characters
into enemy-controlled systems on specific
missions. If you click on an invalid destina-
tion, C-3PO or IMP-22 indicates the error
and the cursor returns to normal.*

When you select a valid target for a mis-
sion, the Create Mission window comes up.
*NOTE: This dialog box only shows the
missions available for that character or
SpecForce for that target. For example,*

The destination for some
missions is the system the
characters are currently on.
However, if there are many
other characters filling up
the Personnel tab of the
System Defense window,
and you find it difficult to
click on a blank space in
the window, click on the
window's title bar, or click
on the system's icon in that
system's Sector window.

*if Bothan spies are selected, Diplomacy,
Sabotage, etc. will not be available; only
Espionage will be a mission option since
that's the only mission Bothan spies are
able to perform.*

The Create Mission window has two tabs
(Fig. 3.47). The upper leftmost tab sets the
mission type. Click on the arrow below the
box displaying the currently selected mission.
This brings down the drop-down list of avail-
able missions.

Select the mission you want your agent
to perform and click on the checkbox. Click
on the X box to cancel the mission.

Decoys

You can assign decoys to missions to draw
attention away from the personnel per-
forming the "real" mission. A decoy must
be qualified to perform the real mission.
(For example, Bothan spies cannot perform
sabotage, so they cannot be decoys on
Sabotage missions. However, they can
perform espionage, so they can be decoys

Brings up tab to assign
agents and decoys.

Close button

Main Create Mission tab
sets the mission type.

Mission type

Click here to drop down
mission list.

Displays target
of mission

Instructs agent to carry
out this mission.

Encyclopedia entry
for mission

Cancels mission assignment.
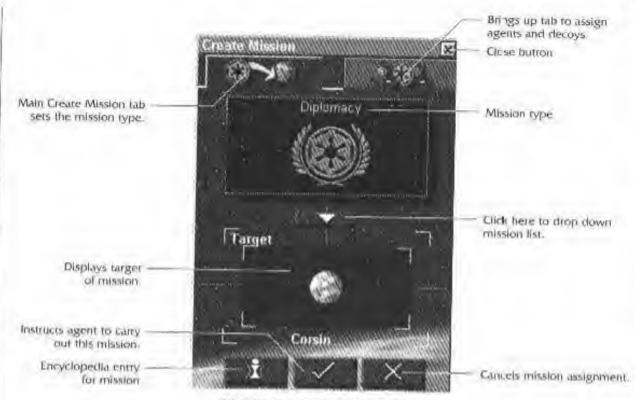
FIG. 3.47 CREATE MISSION WINDOW

on Espionage missions.) Decoys are also
members of your mission team. To assign
decoys, click on the **Decoy** tab to bring up
the screen shown in Fig. 3.48. Decoys must
be selected before you click on the check-
box to execute the order.

No matter what the mission type, a decoy's
success in diverting attention from the agents
depends on the decoy's espionage rating.
NOTE: *Serving as a decoy on a successful
mission does not enhance a character's
abilities.*

Detectors
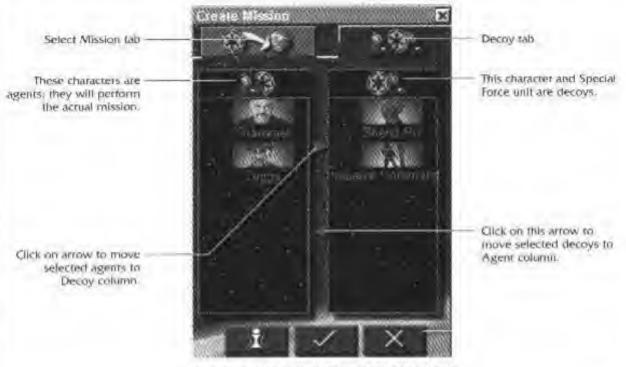
Before a mission can have a chance at suc-
cess, team members must sneak past enemy
defenses. Any unit defending a system—
fighters, troops, and capital ships—has a

chance at detecting a mission team. In this
context, such units are called detectors or
foilers. Adding decoys to your mission team
helps your chances of getting past these
detectors.

As soon as a non-decoy team member is
detected, the mission is foiled and immedi-
ately fails. Members of a foiled mission team
may either be killed, captured, or returned
to base. Note that if a decoy is detected, the
mission is not automatically foiled.

Generally it makes sense to keep your
team size small; it's easier for two people to
slip past a guard unit than eight. On the
other hand, if your mission is not detected
by foilers, each team member increases the
chance that the mission will succeed, so you

FIG. 3.48 CREATE MISSION WINDOW DECOY TAB

have to balance these two factors when deciding how many team members to assign.

Informants

Occasionally you will receive intelligence information from informants on enemy systems. This lets you know about what's happening on a system, almost as if you had sent an Espionage mission there. The difference is that often informants will provide incomplete information about a system. If you are lucky, however, sometimes you will get as much information as an Espionage mission would provide. Informants are more common in systems that are in a state of uprising.

Mission Types

On the next page is a list of the missions available to you, the valid mission targets, and the situations in which you can carry them out.

If the conditions required to start a mission are lost while the mission is underway, the mission will end. For example, Diplomacy missions can only be sent to a neutral or friendly system that is not in an uprising state. If the Diplomacy mission is underway and the system should fall under enemy control or go into uprising, the mission will end.

Research and Development (R&D)

These missions are extremely desirable. If successful, they can lead to improved design of construction yards, for example, which let you build facilities in less time. Researching improved ship design helps strengthen your fleets. Researching troops lets you train new types of regiments with better skills.

Each facility you control contributes slightly to research in its own area, so R&D happens as the game progresses, even if you

do nothing. However, results are much faster if you send one of your characters on an R&D mission. When an R&D mission results in a new technology, the message droid will inform you and the new facility (or troop or ship) will be immediately accessible.

MISSION	TARGET	DESCRIPTION	ATTRIBUTE USED
Abduction	Enemy character on a system or fleet. Character cannot be in hyperspace or captured.	Your characters capture a specific target enemy character. To win the game if you are playing the Empire, you must capture Mon Mothma and Luke Skywalker. If you are the Alliance, you must capture Darth Vader and Emperor Palpatine. Note that characters can also be captured if a mission they are on is foiled or if they try to flee a blockaded system. (This mission can also be used to capture non-victory condition characters.)	Combat
Assassination	Enemy character on a system or fleet. Character cannot be in hyperspace, or be captured.	Goal is to injure or kill a target Alliance character. Only the Empire may perform this mission. (You cannot kill primary characters such as Luke Skywalker, but injuring them makes them easier to capture.)	Combat
Death Star Sabotage	A Death Star with a known location. The Death Star cannot be in hyperspace and must be built.	Only the Alliance may perform this mission. Its success ends in the destruction of the Death Star.	Combat and Espionage

MISSION	TARGET	DESCRIPTION	ATTRIBUTE USED
Diplomacy	Neutral system, or one allied with your side, that is not in an uprising state.	Increases popular support for your side. For neutral systems, this may (or may not) result in the system coming over to your side.	Diplomacy
Espionage	Any explored system.	Gathers information about a system. If a mission to an enemy or neutral system is successful, the information you see from the Manufacturing and Production and System Defense windows for that system is accurate. This "snapshot" of the system can change. Perform a mission on a system you control, and it helps detects enemy missions to that system and enemy personnel on blockading fleets.	Espionage
Facility Design Research	Friendly system that has a construction yard.	Contributes to Research and Development for new facility design.	Must have Facility Design Research ability
Incite Uprising	Enemy-controlled system.	Incites/furthers an uprising on an enemy-controlled system. Can cause a decrease in enemy's popular support. Increases likelihood of enemy trooper regiments and facilities being destroyed during uprising. Increases likelihood of injury for enemy characters on system; increases likelihood of any friendly captured character's escape.	Leadership

MISSION	TARGET	DESCRIPTION	ATTRIBUTE USED
Jedi Training	Friendly system with Force-aware characters and Luke or Vader.	This is a teaching mission. Send Luke Skywalker or Darth Vader along with one or more Force-aware characters to increase the Force in the students. If the system where training is taking place suffers a bombardment or an assault, the Jedi Training Mission will fail and be aborted.	The Force
Reconnaissance	Any system not under your control (can be explored or unexplored).	Explores a system and reports on facilities, military units, resources, popular support, and the side that controls the system. All information about the system is reported, except for the characters and SpecForces present. Information displayed by the Manufacturing window is not revealed by Reconnaissance missions. This is the only mission that can go to an unexplored system. Only Longprobe Y-wing Recon Teams and Imperial probe droids may perform this mission. The same information is revealed, irrespective of populated status of system.	N/A
Recruitment	Any friendly system. Success of this mission depends in part on how strongly the system supports your side.	Only a major character can perform this mission. A successful mission results in a new minor character being added to your side. You can recruit multiple characters on a single system by repeating this mission.	Leadership

MISSION	TARGET	DESCRIPTION	ATTRIBUTE USED
Rescue	Captured character on an enemy fleet or system. Character cannot be in hyperspace.	Rescues a character from an opponent.	Combat
Sabotage	Enemy facility, capital ship, fighter squadron, trooper regiment, or SpecForce. Unit cannot be in hyperspace and must be completed.	Destroys an enemy facility, capital ship, fighter squadron, troop regiment, or SpecForce. Anything that can be built in the game with a manufacturing facility can be sabotaged, as long as it is completed and not in hyperspace. You target a Death Star with this mission; you must use a Death Star Sabotage mission. However, the Empire can sabotage the Alliance headquarters.	Combat and Espionage
Ship Design Research	Friendly system with a shipyard	Contributes to Research and Development for new ship design	Must have Ship Design Research ability.
Subdue Uprising	Friendly system in state of uprising.	If this mission succeeds, it results in suppressing an uprising, increasing popular support for that system.	Leadership
Troop Training Research	Friendly system with troop training facility	Contributes to Research and Development for new troop types	Must have Troop Training Research ability.

CHECKING ON MISSION STATUS

Once you send a character on a mission, the mission icon appears next to the system of the target mission (Fig. 3.49)

Alliance or Imperial icon to the lower right of a planet indicates a mission is in progress there.

FIG. 3.49

You can check on a mission by double-clicking on this icon, which brings up the Mission window (Fig. 3.51)

NOTE: Any time you send a character from one system to another, there is a period of time when the character is in hyperspace. This time is relatively short if the character is traveling within a sector, longer for journeys between sectors. You can tell Leia is in hyperspace in Fig. 3.51 because of the

starfield surrounding her picture. You cannot give orders to units in hyperspace; you must wait until they reach their destination.

Right-click on the **Mission** icon to bring up the Mission menu (Fig. 3.50). This menu lets you check on the status of a mission,

FIG. 3.50

or give the order to abort or continue the mission (if the team is not in hyperspace)

> You may wish to abort a mission if the mission personnel are urgently needed elsewhere.

Name of Mission: There may be more than one mission on a given system. If that's the case, you'll be able to see other Mission icons in this column. Click on this icon to bring up the mission-specific information on the right side of the screen.
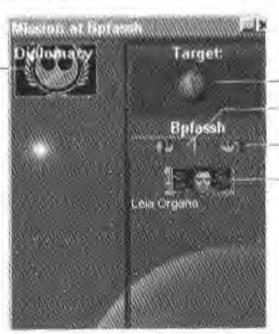

Target of mission

Check on status of agent performing mission.

Check on status of decoys, if any.

Starfield background indicates character is in hyperspace

FIG. 3.51 MISSION WINDOW

Reporting

When a character completes a mission, he or she reports in to you. C-3PO will report, for example, "One of our agents is reporting in," or, "There is a message from Master Luke." The character reports the success or failure of a mission. If a mission succeeds, it means the objective was met. If the mission is "foiled," it means the team members were detected and were unable to attempt the mission. If the mission "fails," it means the team got through but still couldn't meet the mission's objective. Personnel on a foiled mission are sometimes captured, wounded or killed.

NOTE: Even if a foiled or failed mission message reports that agents haven't returned, it could turn out that the decoys have made it back safely.

For Diplomatic, Incite Uprising, Subdue Uprising, and Research and Development missions, the character will furthermore ask whether you want the mission to continue. For example, Princess Leia may report that her diplomacy has increased popular support, but not enough to sway the system to the Alliance (Fig. 3.52).

At that point click on the checkbox to continue the mission or the **X** button to abort. Missions are not always successful the first time, but perseverance frequently pays off. Characters will try to continue until the mission is 100 percent successful. For Diplomacy, this is until the system supports your side completely. For R&D, this is until all possible discoveries have been made. For Incite Uprising, this is until the system has changed control. For Subdue Uprising, this is until the uprising has ended.

FIG. 3.52 CHARACTERS ON DIPLOMATIC AND R&D MISSIONS ASK WHETHER TO CONTINUE

NOTE: If you don't read and respond to a message in a timely fashion, the character automatically continues the mission until it can no longer be continued (for example, a system becomes 100 percent loyal to your side).

Returning to Base

Each character is attached to a specific base system. The location of this system is important because it is where the character returns if the system where the mission takes place is not friendly to your side when the mission ends. (If the system where the mission takes place is friendly to your side at the conclusion of the mission, the members of the mission will remain on the system.) To change a character's base, move the character there with the Move command (right-click on the character). Another way to move a character is to click on **Confirmed Move**. This brings up a window that tells you the transit time (in days) it will take for the character to reach his destination. To confirm the move, click the checkmark. To cancel, click the **X** button. Alternately, you

can move a character by simply dragging his icon onto a destination system or fleet.

TIP

If you change the base of important characters such as Luke and Mon Mothma, be sure that the new base system is well-defended, since the Empire will likely try to abduct those characters.

A character may also be sent on a mission from a ship. In this case, the ship is considered to be the character's base. The character will attempt to return to the ship at the close of his mission, unless the ship is in hyperspace. In this case, the character will attempt to return to a friendly system nearest to where the mission concluded.

TIP

To save time spent traveling through hyperspace, station characters at a base in a sector where they are likely to perform their missions. For example, station Princess Leia on an Alliance system in a sector with multiple neutral systems, then send her on diplomacy missions to each neutral system in turn. This will save traveling time between missions.

Troops and Fleets: Offense

In **Star Wars Rebellion**, a fleet is an organization of capital ships and the fighter squadrons, troops, and personnel on board. A fleet must contain a minimum of one capital ship. A capital ship is a large ship, usually with some degree of weapons systems. A capital ship can frequently carry fighter squadrons (smaller ships designed for combat) and/or troops. Fighter squadrons and troops can only be part of a fleet that has a capital ship with space for them. The Encyclopedia entry for each capital ship tells its carrying capacity. Fleets travel together and can defend a system, attack a system, or engage an opponent's fleet in space. Fleets can also be used to transport troops. Fleets can carry any number of characters and Spec Forces.

Any time a fleet is in orbit around a system, that system will have a Fleet icon in the upper right corner (Fig. 3.53). Double-click on the icon to bring up the Fleet window.

Double-click on Fleet icon to bring up Fleet window.

FIG. 3.53

The Fleet window is shown in Fig. 3.54 on the following page. The Fleet window has two columns. The leftmost column shows the individual fleets, or can be expanded to show the ships in the fleets. The right column shows the details of the selected fleet or ship. In Fig. 3.54, note that you can have more than one fleet orbiting a given system.

To bring up the rightmost column, which shows more details, single-click on a fleet.
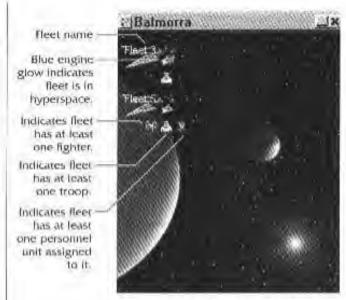
Fleet name

Blue engine glow indicates fleet is in hyperspace.

Indicates fleet has at least one fighter.

Indicates fleet has at least one troop.

Indicates fleet has at least one personnel unit assigned to it.

FIG. 3.54 FLEET WINDOW

The window changes as shown in Fig. 3.55.

The right side of the Fleet window gives details about fleet contents.

The rightmost column contains four tabs. One shows the capital ships in the fleet, one shows the fighter squadrons, one shows the troops and one shows the personnel. For example, Imperial Fleet 5 has two capital ships: a *Victory* Destroyer and a *Carrack* light cruiser.

TIP

You can right-click on a **Ship** icon and select **Encyclopedia** to learn more about it.

The contents of the other three tabs for this fleet are shown in Fig. 3.55. In the example screenshots, the right column tabs show the contents for the entire fleet. To analyze a fleet in greater detail, double-click on the fleet graphic on the left to display the

Fleet contains one fighter, but has room for two.

This area shows the actual fighters that are attached to the fleet.

Fleet contains one regiment, but has room for two.

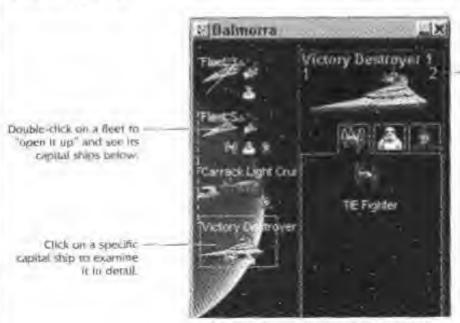Shows troops attached to the fleet.

Shows personnel assigned to the fleet. Don't forget to right-click on the character and select a rank from the Command sub-menu if you want the character to be in command.

FIG. 3.55 TABS FOR THE FLEET WINDOW CONTENTS

ships in that fleet on the left column. Now you can single-click on a ship to see its contents displayed on the right, as shown below in Fig. 3.56.

BUILDING SHIPS

To build a capital ship or fighter, find a system with an orbital shipyard. Right-click on the **Ship Construction** area of the system's

Double-click on a fleet to "open it up" and see its capital ships below.

Click on a specific capital ship to examine it in detail.

This shows that both of the spaces for fighters in this fleet are on the Victory Destroyer.

FIG. 3.56 THE FLEET WINDOW LETS YOU EXAMINE SHIPS IN DETAIL.

Manufacturing and Production window (Fig. 3.57). Select **Build** from the menu.

Another way to issue Build commands to your shipyards is to right-click on your agent and click on **Build Ships**. The cursor changes to targeting cross-hairs. Click on a destination system. (The ship will be deployed to a fleet in orbit about that system.) Either Build command brings up the Build Selection window for ships (Fig. 3.58). You can select an existing fleet as the target for building a new ship. This is faster than building it to a system and then moving it after it is constructed.

Select the ship to build from the drop-down list. As soon as you give the order to build a new capital ship, a new fleet is
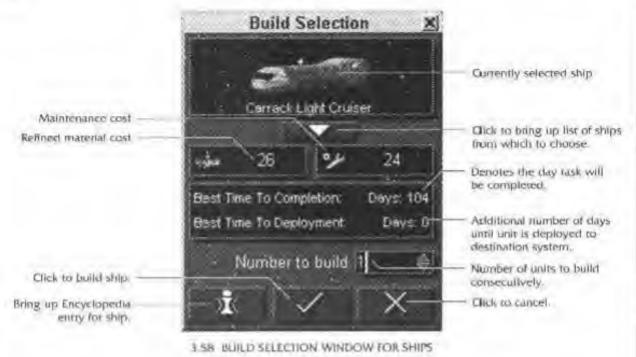

Right-click here to bring up menu.

FIG. 3.57 BUILDING A NEW SHIP

Build Selection

Currently selected ship

Carrack Light Cruiser

Maintenance cost

Refined material cost

Click to bring up list of ships from which to choose.

26   24

Denotes the day task will be completed.

Best Time To Completion: Days: 104

Best Time To Deployment: Days: 0

Additional number of days until unit is deployed to destination system.

Number to build 1

Number of units to build consecutively.

Click to build ship.

Bring up Encyclopedia entry for ship.

Click to cancel.

3.58 BUILD SELECTION WINDOW FOR SHIPS

Bothawui

Fleet 5

Fleet 7

Fleet 7

Carrack Light Cruiser 4

FIG. 3.59 SHIPS ARE ALWAYS A MEMBER OF A FLEET, EVEN IF THE SHIP IS UNDER CONSTRUCTION.

established in orbit about the system and that ship is its only member (see Fig. 3.59).

If you build a fighter squadron, the unit is stationed on the planet surface until you assign it to a carrier capital ship.

The Build Construction menu for orbital shipyards is the same as the one for training facilities and construction yards. In addition to issuing a Build command, you can use this menu to:

♦ STOP: Stop construction of current ship.
♦ DESTINATION: Set the destination for ship being constructed.
♦ RENAME: Change the name of the ship. The default name is the type of ship followed by a number. Note that this is the only menu option that isn't available under Facilities Under Construction or Troops in Training.

◆ ENCYCLOPEDIA: Brings up the selected Ship's entry in the Galactic Encyclopedia only if the ship is in the process of being built. Otherwise, it displays the system's entry.

◆ STATUS: Status of current ship's construction, if any. This tells when the project will be completed.

◆ RESERVED: Prevents your agent from using that shipyard for any of its automated management functions. It may, however, still use that shipyard when you select Build Ships from the Agent menu.

The Ship's Menu and Status

When the ship or fighter is built, you can access its menu by right-clicking on it (see Fig. 3.60).

You can **Move** a ship, or click on **Confirmed Move**. This brings up a window that tells you the transit time (in days) it will take for the ship to reach its destination. To con-

firm the move, click the checkmark. To cancel, click the **X** button. You can check the status or Encyclopedia entry for ships, as you can for other units in the game.

The Status menu option is particularly helpful for ships, because if a ship is damaged it gives you complete information on each ship system's full capacity and current value. Fig. 3.61 shows the status of a fully operational Carrack light cruiser. Note that the top items on the list show status values similar to what you would see for other units in the game, such as the ship's status and maintenance cost. This list continues to give details on the ships' capacity and weapons systems, similar to what you would see in the Encyclopedia entry.

The second screenshot (Fig. 3.62), shows a damaged ship. The status in this case, scrolled down to show values for some of the weapons systems, let you pinpoint exactly where the
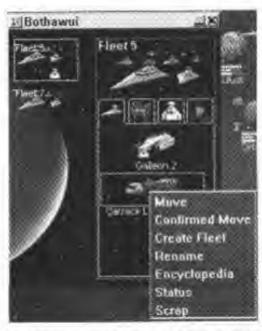

FIG. 3.60 ACCESS A SHIP'S MENU BY RIGHT-CLICKING ON IT.

ship is damaged. There are two numbers after the values for the following weapons systems:

+ HYPERDRIVE
+ HULL
+ DAMAGE CONTROL
+ SHIELD RECHARGE
+ MAXIMUM SHIELD STRENGTH
+ TRACTOR BEAM POWER
+ SUBLIGHT ENGINE
+ WEAPON RECHARGE

In each case, the first number is the current level, and the second number is the ship's capacity. In Fig. 3.62, you can tell the shield recharge system has been damaged, since the current rate is 8 but the maximum rate is 10.

The Status window for capital ships packs a lot of information. You can scroll down to see ratings for the ship's maneuverability, detection (how well it detects enemy missions), and its bombardment modifier (which

Fleet to which ship is currently assigned

Ship's status

Ship's maintenance cost

Ship's capacity for fighters and troops

Fighters and troops currently embarked

Any personnel on board

Whether ship is damaged

Picture of ship

Name of ship

View Encyclopedia entry for this ship.

Close Status window.

FIG. 3.61 STATUS FOR A FULLY OPERATIONAL CAPITAL SHIP

The first number is the current value; the second is the maximum possible for this ship.

FIG. 3.62 STATUS FOR A DAMAGED CAPITAL SHIP

shows how much damage it inflicts during a bombardment). The Status window also shows weapons arc ratings for each weapon type—turbo laser, ion cannon, and laser cannon—and for each possible weapon station—forward, aft, starboard, and port.

Fighter squadrons are made up of 12 fighters. A "damaged" Fighter icon actually indicates lost starfighters. Right-click on a damaged fighter and select **Status** to see the number of fighters it has remaining.

To free up maintenance capacity, scrap ships as you would other units. Like fleets, the game lets you rename capital ships (the default names are made up of the ship type followed by a number).

DAMAGED SHIPS

A ship may become damaged either in direct

battle or because of planetary batteries firing from a system's surface. Damaged ships are indicated by burn marks, as shown here (Fig. 3.63). A damaged

Medusa

FIG. 3.63

ship will always try to repair itself. To speed repairs, station the ship in orbit around a system with an orbital shipyard. Ships do not get repaired while in hyperspace.

CAPITAL SHIPS AND STARFIGHTERS

The following is a list with descriptions of **Star Wars Rebellion's** capital ships and fighters. Note that you can't build all these ships at the beginning of a game. Ship Design Research missions help you learn how to build better ships.

SHIP IMAGE	SHIP NAME	FIGHTERS It Can Carry	TROOPS It Can Carry	NOTES About the Ship
	Alliance Ships:			
	Alliance Dreadnaught	1	2	Slow and heavy
	Alliance Escort Carrier	6	0	
	Assault Frigate	0	0	Key Alliance warship
	A-wing	0	0	Fighter
	Bulk Cruiser	0	0	Mainstay ship of Alliance fleets
	Bulk Transport	0	6	
	Bulwark Battlecruiser	10	4	Ideal for large-scale operations

SHIP IMAGE	SHIP NAME	FIGHTERS It Can Carry	TROOPS It Can Carry	NOTES About the Ship
	Alliance Ships:			
	B-wing	0	0	Fighter
	CC-7700 Frigate	0	0	Carries gravity well generators, which prevent opposing ships from withdrawing from a battle.
	CC-9600 Frigate	0	1	
	Corellian Corvette	0	0	Mid-sized capital ship
	Corellian Gunship	0	0	Fast and deadly
	Dauntless Cruiser	4	2	
	Liberator Cruiser	6	3	One of the most advanced warships
	Medium Transport	0	2	
	Mon Calamari Cruiser	3	1	Reliable in battle but difficult to repair
	Nebulon-B Frigate	2	0	Effective against fighters
	X-wing	0	0	Fighter
	Y-wing	0	0	Fighter

SHIP IMAGE	SHIP NAME	FIGHTERS It Can Carry	TROOPS It Can Carry	NOTES About the Ship
	Empire Ships:			
	Assault Transport	0	1	
	Carrack Light Cruiser	0	0	Very fast
	Death Star	24	18	See section on Death Star later.
	Galleon	0	2	No guns
	Imperial Dreadnaught	1	2	Slow and heavy
	Imperial Escort Carrier	6	0	
	Imperial II Star Destroyer	6	3	
	Imperial Star Destroyer	6	3	
	Interdictor Cruiser	0	0	
	TIE Bomber	N/A	N/A	Fighter
	TIE Defender	N/A	N/A	Fighter
	TIE Fighter	N/A	N/A	Fighter
	TIE Interceptor	N/A	N/A	Fighter
	Lancer Frigate	0	0	Designed to withstand Rebel fighters.
	Star Galleon	0	3	

SHIP IMAGE	SHIP NAME	FIGHTERS It Can Carry	TROOPS It Can Carry	NOTES About the Ship
	Empire Ships:			
	Strike Cruiser	1	0	Easy to mass-produce
	Super Star Destroyer	12	9	
	Victory Star Destroyer	2	2	
	Victory II Star Destroyer	2	0	

REARRANGING FLEETS

Putting together effective fleets is an important part of **Star Wars Rebellion's** gameplay. If you're building a fleet to take over neutral systems, you'll include ships that can bombard any planetary defenses, and enough troops to establish a garrison; neutral systems don't have defensive fleets or troops, so you won't need fighters or extra offensive troops. On the other hand, if you're going after one of your opponent's systems, you would need a more heavily-armed fleet.

An open Fleet display is good both for inspecting fleets and rearranging their contents. To move ships or troops from one fleet to another, simply drag the item to their new destinations. Double-click on the destination fleet to see the updates. If you move all the ships out of a fleet, the fleet is automatically disbanded.

Right-click on a ship to bring up its menu. To create a new fleet with the selected ship as its only member, select **Create Fleet**. To create a larger fleet, select multiple ships by holding down the **CTRL** key while clicking and then right-click on one of the selected ships and select **Create Fleet**.

TRANSPORT SHIPS

Ships that can transport troops are useful in offensive fleets. Troops can engage any enemy troops that may be on the system, and establish a garrison to hold the system on your side.

Transport ships can also carry troops to establish garrisons on unpopulated systems. To do this, move the fleet in orbit about the system. When it arrives, open the **Troop** tab of the Fleet window, select the troops, then move them onto the system either by dragging them or issuing a right-click menu **Move** command. The troops will establish the garrison and the system name will immediately change to your color, indicating you can begin building facilities there. Uninhabited systems do not have a garrison requirement as such, but you need to have at least one trooper regiment on them to control them.

Although you cannot send fleets on Reconnaissance missions *per se*, a fleet can explore an unexplored system. When you move a fleet to such a system, when the fleet arrives you learn the same information about the system that you do from a Recon mission. You will see whether it is populated, if so, who controls the system and what its loyalties are. In fact, you learn all of the information about the system except any characters or SpecForces that may be present and information concerning current manufacturing.

The advantage to learning about systems this way is that if your fleet contains a troop transport you can immediately claim the planet. Also, unlike Recon missions, the fleet won't turn around and come back after it reaches a system. It will stay there until you move it, perhaps to the next unexplored system in that sector. The disadvantage is that if it turns out the system is controlled by your opponent, your little transport fleet may suddenly find itself engaged by a possibly stronger fleet.

TIP

You can station personnel on a fleet, so one strategy for exploration might be to base a Longprobe or Imperial probe droid on a fleet, move the entire fleet out to an unexplored Rim sector, and then send the SpecForce unit on Recon missions from there.

COMMAND PERSONNEL AND SPECIAL FORCES

Fleets and ships perform better when they are commanded by competent characters. To move a character onto a fleet, right-click on the character, and select the rank from the Command menu. Admirals improve the fleet's overall performance in battle. Commanders enhance the effectiveness of fighters in the tactical game. Generals improve the abilities of troops to take control of a system through planetary assault.

FLEET COMMANDS

Issue commands to fleets by right-clicking on the **Fleet** icon. This brings up the Fleet menu (Fig. 3.64).

The menu includes:

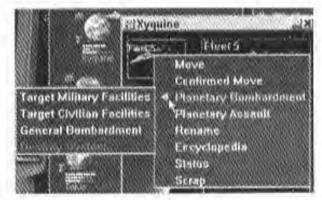FIG. 3.64 FLEET MENU

✦ MOVE: Moves a fleet to a different destination. When you select this option, the cursor changes to targeting cross hairs. Click on the destination system or press the ESC key to cancel. The fleet immediately goes into hyperspace to reach its destination.

NOTE: *Any time a fleet, or a ship within a fleet, is in hyperspace, it cannot receive orders. Fleets in hyperspace emit*

blue engine glow in their icons in the Fleet window (Fig. 3.65).

If you move a ship onto a fleet in a different sector, that ship will immediately be considered a member of the fleet but will still be in hyperspace for several days until it arrives.

FIG. 3.65 SHIPS AND FLEETS IN HYPERSPACE EMIT BLUE STREAMS

✦ CONFIRMED MOVE: This is another way to move a fleet. This option brings up a window that tells you the transit time (in days) it will take for the fleet to reach its destination. To confirm the move, click the checkmark. To cancel, click the **X** button.

✦ PLANETARY BOMBARDMENT: The Planetary Bombardment sub-menu becomes available when your fleet is in orbit around an enemy or neutral system. If you bombard a system that has defensive batteries, they will fire at your ships in orbit, possibly causing

serious damage. (Exception: The planet-based ion cannon, XDY-150, does no physical damage. It robs energy from an attacking vessel, preventing it from being able to bombard the system during the attack.)

If a system has one or more planetary shields, the attacking ships must first blast through the shield(s). Each ship's Bombardment Modifier (shown in the ship's status) is combined and pitted against the shield's defensive strength. Any bombardment firepower that gets past the shield is used against troops and facilities on the ground. After bombardment, a window will display the bombardment effects. The following options appear under the Planetary Bombardment sub-menu.

• **Target Military Facilities:** Use your ships' firepower to destroy defensive shields and batteries. Bombardment is not 100 percent accurate—targeting military facilities may cause collateral damage.

• **Target Civilian Facilities:** Use your ships' firepower to destroy non-military facilities such as construction yards and refineries. Destroying civilian facilities hurts loyalty.

• **General Bombardment:** Use your ships' firepower to indiscriminately attack the planet surface.

• **Destroy System**: This option is only available if you are the Empire and have the Death Star in your fleet.

✦ PLANETARY ASSAULT: Click here and the troops on your fleet will land on the system, engage any ground defense troops, and attempt to establish a garrison. If

successful, your side controls the system. Any time a fleet attempts to take over a system by planetary assault, the Assault Summary window comes up (Fig. 3.66). *NOTE: This window also is available as a message when your opponent assaults one of your systems.*

This screen gives a general description of the assault. If you want to see in detail how each side fared in the assault confrontation, click on the **Imperial Forces** or **Alliance Forces** button. That brings up a damage summary (Fig. 3.67).

The tabs show how much damage your (or your opponent's) side took during the assault. In Fig. 3.67, you can see which troopers are still operational and which were destroyed. The other tabs summarize damage for capital ships, fighters, manufacturing and defensive facilities, and personnel.

Planetary shields can protect a system from planetary assault and bombardment. If you are in orbit above an enemy or neutral system, have troops in your fleet,
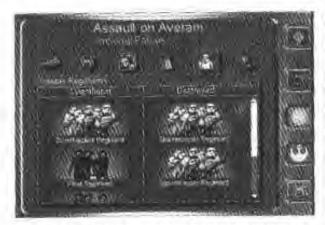
FIG. 3.67 ASSAULT WINDOW DAMAGE SUMMARY

and this option is grayed out, it means at least two planetary shields are defending the system. You need to destroy the shields—through bombardment or sabotage—before you can assault.

◆ RENAME: Change the name of the fleet. The default names of Fleet 1, Fleet 2, etc. are not very meaningful. Try new names such as **Transport Duty 1** or **Coruscant Attack Fleet**.

◆ ENCYCLOPEDIA: Brings up the entry for the fleet.

FIG. 3.66 ASSAULT SUMMARY WINDOW

WHEN FLEETS MEET
Whenever your fleet meets another fleet in orbit about a system, the two fleets engage in battle. Ship-to-ship engagements are covered in detail in Chapter 4.

PLANETARY BLOCKADES
Any time a fleet is in orbit above an enemy or neutral system, that fleet automatically sets up a blockade. A system under blockade has difficulty moving units on or off the system. Troops attempting to move may be killed; personnel trying to cross the blockade may be injured, killed, or captured. However, ion cannons on a system allow units to move through the blockade.

THE DEATH STAR
If you are playing the side of the Galactic Empire, one of the ship types available to you is the dreaded Death Star. The Death Star takes immense resources and a long time to deploy. Clearly this isn't a project to be undertaken lightly or early in the game. Although the Death Star is most notorious for its ability to destroy a planet, with its immense carrying capacity and firepower it may be more useful strategically to strengthen your offensive fleet and bombard planets in preparation for a planetary assault. After all, a system destroyed is a system unavailable for conquest.

The Death Star works best as a threat. Merely having it available increases the effectiveness of garrisons in preventing uprisings. However, when you use it to destroy a star system, your popular support decreases a great deal across the galaxy. Save this as a last resort for dealing with heavily-defended Alliance strongholds.

If you are playing the Rebel Alliance, there is no way to protect a system from a Death Star attack. You can attempt to destroy the Death Star with a Death Star Sabotage mission. Alternately, in tactical battles fighters can make a "Death Star run" to try to blow up the mighty weapon.

If you are playing the Empire, the only way to protect a Death Star from attack by Alliance ships and fighters is to build Death Star shields on the system where the Death Star is located. The only way for the Alliance to destroy the Death Star protected by a Death Star shield is with a Death Star Sabotage mission.

WAYS TO LOCATE FLEETS
Aside from the Fleet icons in the Sector window, there are two ways to locate fleets. One is to use the Galactic Information Display. Click on the **Galactic Information Display** control and select the **Fleets** sub-menu, then click on **Idle Fleets** or **Fleets En Route**. Now the size of the star icon shows how many fleets are stationed on or en route to each system.

The other way to locate fleets is to use the Fleet Finder (Fig. 3.68 and 3.69). Single-click on the **Fleet Finder** control to bring up the Fleet Finder dialog box (Fig. 3.70).

Enter the name of the fleet to locate it, or scroll down the list and select a fleet. Tabs let you search through a list of all fleets, Alliance fleets, or Imperial fleets. To open up the Fleet window for the selected fleet, click on the **Display** button, or double-click on the fleet.

Use this same window to search for a specific ship. Click on the **Ship Finder** button to bring up the Ship Finder control (Fig. 3.72), which works the same as the

Fleet Finder control. Click on the **Fleet Finder** button to switch back. Click on the **Close** button if you don't want to bring up a window for a specific ship or fleet.

Defense

As your sphere of influence grows, it's important not to leave systems controlled by your side under-defended. This section discusses all aspects of defense in **Star Wars Rebellion**

using garrisons, fighters, planetary batteries and shields, doubling your fleets as defensive front linesmen, anticipating attacks, and protecting key systems and sectors.

Access your defensive assets via the System Defenses window by double-clicking on the **Defense** icon shown in the lower left of Fig. 3.71.

FIG. 3.71 A SYSTEM IN A SECTOR WINDOW

Fleet Finder

FIG. 3.68 FLEET FINDER FOR THE EMPIRE

Fleet Finder

FIG. 3.69 FLEET FINDER FOR THE ALLIANCE

Enter fleet name to go directly to that fleet.

View list of all fleets.

View list of Alliance fleets.

View list of Imperial fleets.

Close Fleet Finder window.

Open Fleet window and Sector window for selected fleet.
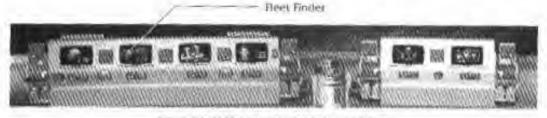
Switch to Ship Finder.

Switch back to Fleet Finder from Ship Finder.

FIG. 3.70 FLEET FINDER WINDOW

Fig. 3.73 shows the System Defenses window.

You can defend a system at several different levels. You can prevent an opposing fleet from initiating a blockade with strong defense fleets (if you have them) or fighter squadrons on the system. Use planetary batteries to fire at enemy ships, shields to protect your planets from bombardment, and troops to prevent assault. Missions offer your opponent an alternative way to attack through sabotage, so its also a good policy

Close Ship Finder window.

Switch back to Fleet Finder.

FIG. 3.72 SHIP FINDER WINDOW

Restore Sector window for this system's sector.

Personnel tab shows characters and Special Forces on the sysem.

Troops tab shows trooper regiments on the system as well as garrison requirements, if any.

Fighter tab shows fighters stationed on the system.

Planetary Shield tab shows planetary shields protecting the system.
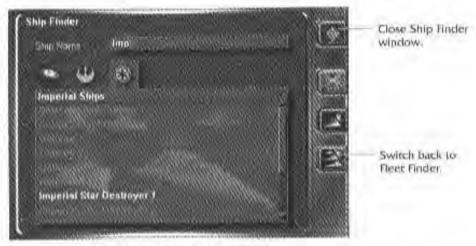
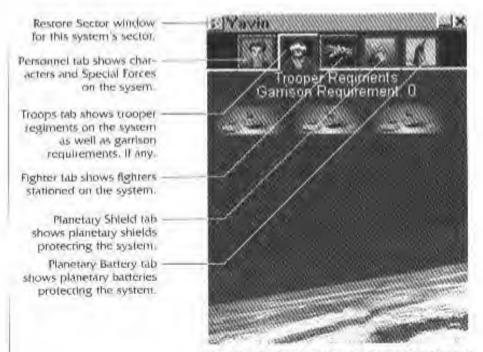Planetary Battery tab shows planetary batteries protecting the system.

FIG. 3.73 A TYPICAL SYSTEM DEFENSES WINDOW

to have capital ships, fighter squadrons, and trooper regiments in the system (preferably commanded by characters) to foil enemy missions.

In the game, attack strength is measured by firepower. Defensive game components are measured by how well they can withstand attack. The Encyclopedia entry for each component gives its defensive rating. Different components protect against different types of attacks. For example, garrisoned troops on the system can do little against orbital bombardment except duck and run for cover.

A planetary bombardment can damage facilities. Each facility has its own defense strength. A construction yard, for example, has a bombardment defense value of 3.

GARRISONS

A garrison is an established military presence on a system. It is made up of the troop or troops stationed on the system surface. Typical troops you would use at the beginning of the game for garrisons are Army Regiment and Fleet Regiment (Alliance), and Army Regiment and Stormtrooper Regiment (Empire).

Your opponent may try to take over a system by staging a planetary assault. If so, the troops in your garrison will engage those troops to fight them off. Factors in deciding the outcome of such engagements include the number of trooper regiments on each side, the leadership rating of the general in command, and the relative strengths and defenses of the troops. (Stormtroopers, for example, are stronger than Alliance Army Regiments.)

> Study the attack and defense ratings for your trooper regiments and you'll likely find each troop type has a "best role."

If a system you control does not strongly support your side, it may have certain garrison requirements. This is the minimum number of troops you need on that system to prevent an uprising. If you have trooper regiments on a system, but fewer than the number required, the system will go into uprising. While a system is in uprising, its garrison requirement doubles. If the system requires trooper regiments and you don't provide any, you will lose control of the system.

In Fig. 3.74, Endor has a garrison requirement of two, which is being met by two Alliance Army Regiments.

FIG. 3.74 SYSTEM WITH GARRISON REQUIREMENTS

NOTE: *Removing troops from a system that is not strongly loyal to your side can send that system into uprising or push it into neutrality.*

THE MANAGE GARRISONS OPTION

Your agent droid (C-3PO or IM²-22) will be happy to manage your garrisons for you. Right-click on the droid to bring up its menu and select **Manage Garrisons**. The agent will build troops to systems in uprising first. Then it will place at least one regiment on each system you control. More regiments will be added if necessary to maintain control. Your agent will try to provide a stronger defense on systems that have manufacturing facilities. The garrison manager will not remove excess troops from a system.

NOTE: *The garrison manager meets requirements by building troops, not by moving existing ones.*

BUILDING TROOPS

Training facilities build troops the same way construction yards build facilities. Open the Manufacturing and Production window of a system with a training yard and right-click on the **Troops in Training** section (Fig. 3.75).

The Build Selection window (Fig. 3.76) comes up. Note some of the units available to build are Special Forces, not troops.

The Build Selection menu for Training Facilities is the same as the one for construction yards and orbital shipyards. In addition to the Build command, the menu has these options:

◆ STOP: Stop training of current trooper regiment.

◆ DESTINATION: Set the destination for the trooper regiment being trained.
◆ ENCYCLOPEDIA: Bring up Troops only if something is being built; brings up planet entry when idle.

Right-click in this section to bring up the Troops in Training menu.

FIG. 3.75 BUILD TROOPS ON A SYSTEM WITH A TRAINING FACILITY.

FIG. 3.76 BUILD SELECTION WINDOW FOR TROOPS AND SPECIAL FORCES

STATUS: Show status of current troop training project, if any. This tells when the project will be completed.

RESERVED: Prevent your agent from using that training facility for its automated Manage Garrison function. It may, however, still use that training facility when you select Build Troops from the Agent menu.

There is another way to build Troops. Right-click on your agent and select **Build Troops** from its menu (Fig. 3.77). When the cursor changes to targeting cross hairs, select a destination system. If there is an idle training facility available, the Build Selection menu comes up. Select the trooper regiment to build, and your agent will instruct the nearest available training facility to build the unit.

FIG. 3.77 YOU CAN USE YOUR AGENT TO ISSUE A BUILD ORDER.

TROOP TYPES

The chart on the following page shows all the trooper regiment types in the game, along with their offensive and defensive rat-

ings. These numbers give you an idea of the relative strengths of these units. Troops with higher ratings tend to take longer to build and cost more to maintain. Not all will be available to you until R&D develops that troop.

FLEETS AND FIGHTERS

Your ships are also an important part of your defensive arsenal. A fleet orbiting a friendly system can intercept and engage a hostile enemy fleet. Fighters in a system that are not a part of a fleet are considered to be in hangars on the ground rather than in orbit. However, these fighter squadrons help your defenses because they can engage an enemy fleet when it enters your system. Fighters and troops can also defend your system by detecting enemy agents and foiling their missions.

COMMAND PERSONNEL

Some of your characters can hold a command rank. Admirals lead fleets. Commanders are in charge of fighter squadrons. Generals are in charge of trooper regiments. Put a character in command of a land-based trooper regiment or fighter group by moving the character onto the system, right-clicking on the character, and selecting **Command** and then the rank.

Having a character with a command rank enhances the performance of the trooper regiment or fighter group. The higher the character's leadership rating, the greater the enhancement. Additionally, a commanding character with a high espionage rating on a system significantly enhances your ability to detect and foil enemy missions at that system. A commanding character with a high combat rating will increase your ability

EMPIRE Trooper Regiments

Imperial Army Regiment

Attack Strength: 3
Bombardment Defense: 5
Defense Strength: 5

Stormtrooper Regiment

Attack Strength: 6
Bombardment Defense: 6
Defense Strength: 6

Dark Trooper Regiment

Attack Strength: 8
Bombardment Defense: 6
Defense Strength: 8

Imperial Fleet Regiment

Attack Strength: 5
Bombardment Defense: 2
Defense Strength: 3

ALLIANCE Trooper Regiments

Alliance Army Regiment

Attack Strength: 3
Bombardment Defense: 5
Defense Strength: 5

Alliance Fleet Regiment

Attack Strength: 6
Bombardment Defense: 5
Defense Strength: 3

Mon Calamari Regiment

Attack Strength: 2
Bombardment Defense: 9
Defense Strength: 8

Sullustan Regiment

Attack Strength: 1
Bombardment Defense: 2
Defense Strength: 4

EMPIRE Trooper Regiments

War Droid Regiment

Attack Strength: 8
Bombardment Defense: 2
Defense Strength: 2

ALLIANCE Trooper Regiments

Wookiee Regiment

Attack Strength: 8
Bombardment Defense: 4
Defense Strength: 4

to capture characters on enemy missions at that system, if you have first detected them.

DEFENSIVE FACILITIES

Systems with a construction yard can build defensive facilities on systems controlled by your side. These facilities are either shields or batteries. Planetary shields generate a protective shield around the system, helping protect it from planetary assault. A battery can actually fire directly at an enemy fleet in orbit if that fleet initiates a planetary bombardment, or at trooper regiments if they attempt to initiate an assault. The following two sections cover the defensive facilities in detail.

Planetary Shields

Shields help guard against planetary assault and bombardment. If a system has two shields, your opponent will be unable to perform a planetary assault on the system. Don't rest too securely, however; a determined opponent may try to knock out a shield with an orbital bombardment or a sabotage mission.

The chart on the next page shows the types of planetary shields and their relative defensive values. Shields have two defensive values. The shield strength is the amount of bombardment firepower against which the shield will defend the system. Combined firepower over this amount will get through. Bombardment defense is the amount of firepower it takes to knock out the shield itself.

GenCore Level I shields are available to be manufactured by both sides at the start of the game. As the game progresses, Research and Development may allow the manufacturing of the more efficient GenCore Level II. The GenCore facilities are available to both the Empire and the Alliance. The Death Star shield may only be used by the Empire.

Planetary Batteries

There are two classes of planetary batteries which fire on enemy ships in orbit. A summary of the defensive planetary batteries and their relative strengths is in the chart on the next page. These LNR Series batteries fire turbolasers to damage or destroy enemy ships, or fire on trooper regiments that are making an assault. The LNR Series I is available at the beginning of the game. The LNR Series II becomes available as the game

PLANETARY SHIELDS

GenCore Level I

Bombardment Defense: 2
Shield Strength: 40
GenCore Level I shields can be manufactured by either side at the start of the game.

GenCore Level II

Bombardment Defense: 3
Shield Strength: 80
The GenCore II, a more resilient shield, becomes available via your side's R&D efforts.

Death Star Shield

(Empire only)
Bombardment Defense: 1
This is a foolproof defense against a Death Star being attacked by fighters.

progresses, through Research and Development efforts.

The second class of planetary battery is the KDY v-150, an ion cannon. Rather than directly damaging enemy ships, this facility drains energy from the attacking ship, rendering its shields inoperative and preventing it from firing its weapons. An ion cannon will prevent a blockading fleet from detecting any missions, injuring characters, or destroying SpecForces that pass through the fleet above the ion cannon. Ion cannons also fire upon trooper regiments that are making an assault.

THE TROOP FINDER

Use the Troop Finder to locate your troops, or just to get a quick overview of how your troops are distributed. The Troop Finder control is one of the buttons beneath the Galactic Information Display (Fig. 3.78 and 3.79).

The Troop Finder screen is shown in Fig. 3.80. From this screen, enter the name of the system you're interested in, or scroll down the list and select a system or fleet to search for troops. Tabs let you search through a list of Alliance troops or Imperial troops. To open up the System window for the selected system or fleet, click on the **Display** button, or double-click on the system name, fleet name, or number under a Troop icon.

Click on the **Close** button if you don't want to bring up a window for a specific troop.

GALACTIC INFORMATION DISPLAY DEFENSE MENU

The Galactic Information Display can help you locate your defenses. Fig. 3.81 shows the Defense sub-menu.

When you select one of these options, the Galactic Information Display will

PLANETARY BATTERIES

LNR SERIES I

Bombardment Defense: 4
Attack Strength: 800
This battery has turbo-
lasers, which can directly
damage enemy ships. It
is available at the begin-
ing of the game.

LNR SERIES II

Bombardment Defense: 3
Attack Strength: 5000
This more advanced battery
has turbolasers and is avail-
able only after R&D efforts.

KDY V-150

Bombardment Defense: 5
Attack Strength: 2000
This ion cannon reduces
the enemy ships' shields
and weapons energy.
Having an ion cannon on
a system makes it easier
for troops, characters and
SpecForces to escape under
blockade or bombardment.

Troop Finder

FIG. 3.78 IMPERIAL TROOP FINDER
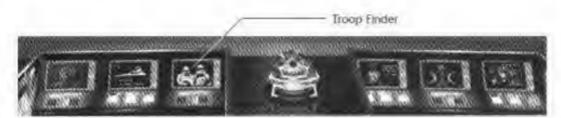
Troop Finder

FIG. 3.79 ALLIANCE TROOP FINDER

display large stars to indicate the locations
of your Planetary Batteries, Planetary Shield
Generators, Fighter Squadrons, Troopers,
or Death Star Shields. The larger the star,
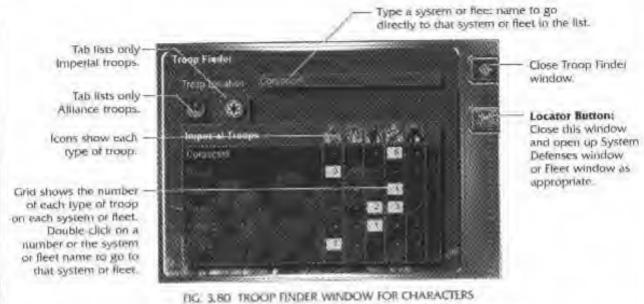the higher the concentration of defenses on
that system.

Type a system or fleet name to go
directly to that system or fleet in the list.

Tab lists only
Imperial troops.

Tab lists only
Alliance troops.

Icons show each
type of troop.

Grid shows the number
of each type of troop
on each system or fleet.
Double-click on a
number or the system
or fleet name to go to
that system or fleet.

Close Troop Finder
window.

Locator Button:
Close this window
and open up System
Defenses window
or Fleet window as
appropriate.

FIG. 3.80 TROOP FINDER WINDOW FOR CHARACTERS

FIG. 3.81 GALACTIC INFORMATION DISPLAY
DEFENSE SUB-MENU

ANALYZING INTELLIGENCE INFORMATION

Another part of your defensive strategy
should be to anticipate and prepare for spe-
cific attacks. Use intelligence gathered from
your espionage agents to identify key enemy
fleet headquarters. Your agents will report
to you when they foil an enemy mission.
Note whether your opponent is trying to
sabotage—or succeeds in sabotaging—key
defensive systems. This could indicate an
imminent attack. If you are playing the side

of the Alliance, Yavin 4 is particularly vulnera-
ble at the start of the game since it contains
key personnel, is not necessarily well
defended, and the Empire knows you've
been using it as a base. Consider moving
your characters to a safer system early on.

MOVING ALLIANCE HEADQUARTERS

Alliance headquarters begins each game at
a randomly located system on the Galactic
Rim. If you are playing the part of the
Alliance, the headquarters are shown on
the Galactic Information Display with white
highlights around the system. The headquar-
ters itself is visible on the Sector window.

NOTE: If you are playing the part of the
Empire, the location of Rebel headquarters
is unknown at the start of the game.

It is critical that Alliance headquarters be
well-defended. When the Empire finds the
HQ, it will almost certainly stage an attack.
Pay attention to reports from your agents of

enemy Espionage and Sabotage missions on Alliance HQ. If it is the target of repeated missions, the Empire has likely discovered its location.

Unlike Imperial headquarters at Coruscant, Alliance headquarters can move. To do this, drag the **HQ** icon onto a new system or right-click, select **Move**, then select the destination (Fig. 3.82). Alternately, you can see how much transit time it will take for the move before you decide for sure by selecting **Confirmed Move.**

FIG. 3.82 ALLIANCE HEADQUARTERS CAN BE MOVED IF NECESSARY.

Obviously, you'll want to prepare a well-defended system to serve as the new HQ

Bring along some of the troops, fighters, and personnel that were helping defend the original HQ location to help defend the new site.

With any luck, by the time the Imperial fleets arrive, you will be long gone.

If you do lose your headquarters, you take a tremendous loss of popular support across the entire galaxy. If you are playing the Empire, you might possibly be able to regain control of Coruscant. For the Alliance

player, however, nothing can be done. Once the headquarters is lost, it's destroyed.

DEFENDING KEY CHARACTERS

In addition to defending your key systems, take care to defend key characters. Luke Skywalker, Mon Mothma, Darth Vader, and Emperor Palpatine are all likely to come under enemy attack, since your opponent must capture your two key characters to fulfill the game's victory conditions. Make sure they are based on systems that are well-defended, and that when they go out on missions, you send decoys to help protect them.

Winning the Game

Now that you have a solid grounding in **Star Wars Rebellion**, you're ready to play to win. There are numerous strategies you can employ to achieve your goals of destroying or capturing your opponent's headquarters and capturing its key characters. You can expand your control by exploring and colonizing the Galactic Rim, or by winning over neutral systems through diplomacy. You can strike early at your opponent, or prepare a methodical build-up before making your attack. Roam the core sectors with fleets of terror, or stage persistent and annoying small strikes, possibly sabotaging your opponent's refineries or construction yards to keep your opponent scrambling for maintenance and manufacturing capability.

As your galactic influence spreads, pay attention to what your opponent is doing and where your relative strengths and weaknesses are. Who controls the most systems? Is loyalty for systems you control firmly on

your side, or will small fluctuations in support cause you to lose systems? When you meet your opponent in battle, do you tend to be evenly matched?

ON TO VICTORY!

When you are ready to attempt to fulfill the game's victory conditions, there are a few things you must accomplish before you can win. You must do the following:

+ CAPTURING KEY CHARACTERS: It is not enough to capture the key characters to meet your victory conditions. You must capture and hold Mon Mothma and Luke Skywalker or Emperor Palpatine and Darth Vader. These characters may escape with the help of a Rescue mission. So keep them in a well-defended system, or keep them moving.

+ CAPTURING CORUSCANT: Again, if you are playing the role of the Alliance, it is not enough to capture Coruscant. You must capture and hold this stronghold until all three conditions are met.

+ DESTROYING ALLIANCE HEAD-QUARTERS: Taking out this stronghold will be no small feat. You have to find it first! Furthermore, the Alliance can move its headquarters at will. Reconnaissance missions to unexplored systems followed by persistent Espionage missions may be your best strategy. Once you locate Alliance HQ, your first step will be to maintain a blockade on the system. To destroy the Alliance HQ, you need to either destroy the Alliance headquarters in a bombardment, and take control of the system with an

assault, or destroy the system with a Death Star. When the Alliance headquarters is destroyed, it is unlike Coruscant: Your opponent won't be able to take it back.

+ SATISFYING VICTORY CONDITIONS: When you have met all of the victory conditions, you will have won the game.

Checking on Your Progress

Your agent can keep you posted on which victory conditions you (and your opponent) have fulfilled. Right-click on your agent and select the **Objectives** option (Fig. 3.83).

The Objectives window comes up (see Fig. 3.84). No matter which side you're playing, this window shows you the current status of all three victory conditions for each side. If one of these key characters is

FIG. 3.83 CHOOSE THE OBJECTIVES OPTION TO CHECK ON WHICH VICTORY CONDITIONS HAVE BEEN MET.
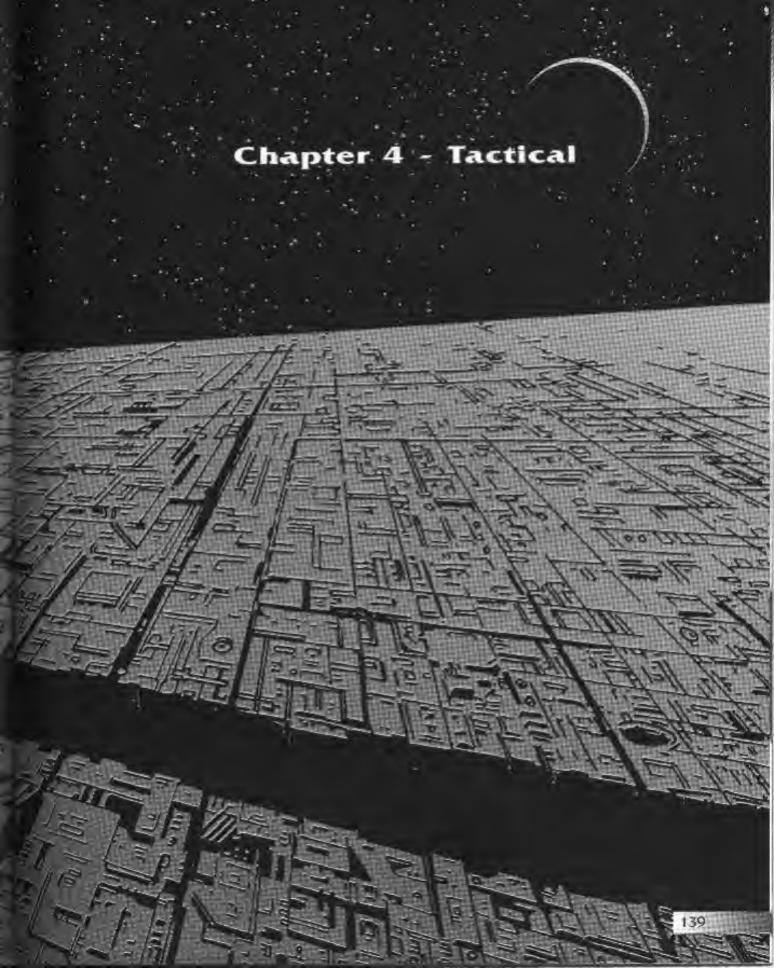
captured, for example, the text changes from **Defend Luke** or **Capture Vader** to **Luke Captured** or **Vader Captured**.

Galactic domination doesn't come easy. It may take hours of gameplay, with exciting twists of fate as you gain or lose ground, before one side or the other satisfies the victory conditions. But no matter which strategy you choose, you're in for a fun and exciting ride!

Status of victory conditions for Empire

Control Coruscant
Capture Palpatine
Capture Vader

Status of victory conditions for Alliance

Defend Headquarters
Defend Luke
Defend Mon Mothma

Objectives

Close window.

FIG. 3.84 OBJECTIVES SCREEN (IN THIS GAME, NO VICTORY CONDITIONS HAVE BEEN MET SO FAR.)

Chapter 4 - Tactical

Chapter 2's mini-missions recommended you skip over **Star Wars Rebellion's** tactical mode when threatened by the opponent's fleet. It is convenient to have the option of simulating battle results. However, **Star Wars Rebellion's** hands-on tactical display is one of the most exciting and challenging aspects of the game.

Ships have different capabilities for offense, defense, speed, and maneuverability. Some ships have tractor beams to hold an enemy ship in place during attacks. Others can generate gravity wells, which prevent opposing ships from withdrawing from battle. As you experiment with the tactical game, you'll be able to see up close how your ships perform. Mastering tactical mode will help you build better fleets. *NOTE: The Encyclopedia entry for each ship tells its relative defensive and offensive capabilities. The Encyclopedia also details each ship's particular features, such as how its speed compares to other ships.*
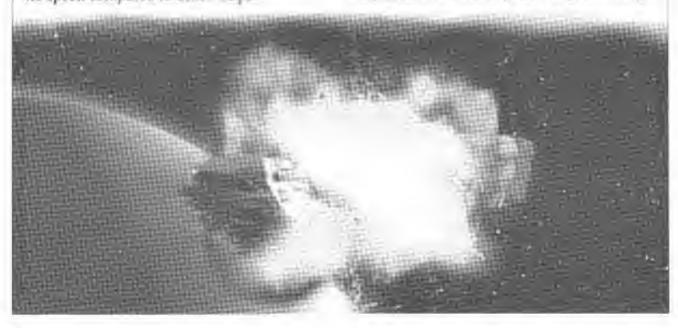
In tactical mode, you take command of the capital ships and fighter squadrons in your fleets. You arrange your ships into task forces and send them on specific missions in whichever attack formations you choose. You observe the battle in three dimensions, zooming in on interesting skirmishes or swinging your "camera" around to make sure you see all the action. At any time you can pause the action to reassess the battle.

Weapons Systems

Learning about the weapons systems with which your ships are equipped before you enter tactical mode will help you understand what's going on in a battle. There are three types of weapons systems.

✦ TURBOLASER GUNS. On some capital ships these work particularly well against other capital ships.

✦ ION CANNONS. These work well against capital ships' shields, and also disable capital ship systems such as engines and gun recharge.

✦ LASER CANNONS: These weapons work well against fighters.

Not all ships have all kinds of weapons. The Encyclopedia entry and Status Window for each ship gives the details on which weapons each ship has and gives a number indicating how strong the weapon is. Use these numbers to gauge the relative strengths of your ships. Note the Encyclopedia entry specifies where on the ship its weapons are mounted: fore, aft, starboard, or port. During battle, each ship will automatically maneuver to position itself based on the position of its weapons for best weapon placement.

Entering Tactical Mode

You can engage the tactical mode any time your fleet meets an opponent's fleet. This happens either when an enemy fleet comes into orbit around one of your systems where fleets or fighter squadrons are stationed, or when your fleet goes into orbit around an opponent's system that has a fleet or fighter squadron groups. Opposing fleets can also meet in orbit above a neutral system.

When two opposing fleets meet, you are immediately notified via the Battle Alert window (Fig. 4.1). Note that this window bypasses the droid messaging system, since fleet engagements must be dealt with immediately.

TIP

To familiarize yourself with the controls in the following section, it is recommended that you read along while playing a tactical game. Run **Star Wars Rebellion** start a new game, and immediately gather some of your fleets together. Send the fleets to enemy-occupied systems until you engage your opponent. A quick way to pick a fight is to start the game as the Alliance and then move a fleet to Coruscant, which usually begins the game well-defended.

Battle identification — Battle at Coruscant

Description of situation

Simulate Results: Click here for computer to simulate battle and report on outcome.

Retreat: Withdraw immediately to nearest friendly system.

The Alliance fleet has entered [...] system. Imperial forces have been [...] on an intercept course.

Battle summary (this screen)

Alliance Forces

Imperial Forces

System Summary

Take Command: Click here to go to the game's tactical display. Let the battle begin!

FIG. 4.1 BATTLE ALERT WINDOW

This window gives you the location and description of the confrontation. The commands to move into tactical mode, simulate the battle results, or retreat immediately are at the bottom of this window. However, before you select one of these options, you should note the Alliance and Imperial Forces buttons. Click on each of these in turn to analyze the forces involved by scrolling through a list of the capital ships, fighters, and troops in each fleet (Fig. 4.2).

The battle begins with the game paused. Your capital ships are arranged into task forces and your fighter squadrons are arranged into fighter groups. You can give orders to your capital ships individually or by task force. You give orders to fighter squadrons via their assigned fighter groups. You may inspect and give orders to your ships when the game is paused; your orders will not take effect however, until the game is resumed. Your ships will take several seconds to respond to

Heading shows whether ships are assigned to a fleet or on the planet.

Capital ships about to enter battle, and their assigned fighters, troops and personnel.

Return to Battle Summary screen.

Scroll to see more. (Not a good sign!)

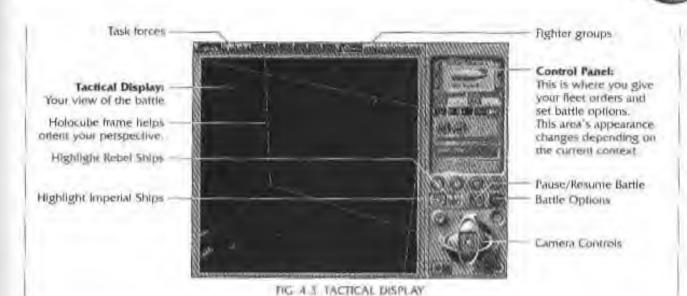FIG. 4.2 IMPERIAL FORCES SUMMARY

NOTE: *Unless your personnel obtain information about your opponent's fleet while on Espionage missions ahead of time, you won't know the complement of a given fleet until you encounter it.*

After you've had a chance to size up your opponent, click on the **Take Command** button to begin the battle.

The Tactical Display

The facing page shows how the main tactical display screen appears at the beginning of a battle (Fig. 4.3).

new orders. This command latency can be reduced by assigning a character as your Fleet Admiral in the strategic game.

In **Star Wars Rebellion's** tactical game, you can have as much or as little control over the battle details as you like. You can tell a ship where to move by assigning it a navigation point. You can tell a ship what to shoot at by assigning it a target. You can assign your choice of preset maneuvers to a ship, fighter group, or task force. You can assign a ship specific (go after this target) or general (go after the nearest target) orders. After you issue

Task forces

Fighter groups

Tactical Display:
Your view of the battle

Holocube frame helps
orient your perspective.

Highlight Rebel Ships

Highlight Imperial Ships

Control Panel:
This is where you give
your fleet orders and
set battle options.
This area's appearance
changes depending on
the current context

Pause/Resume Battle

Battle Options

Camera Controls

FIG. 4.3 TACTICAL DISPLAY

fleet commands, you watch the battle play out on the Tactical Display (Fig. 4.3). The following sections cover these commands in detail.

Issuing Commands

Before you can give commands to a ship, task force, or fighter group, you must select it. Select all the ships in a task force by clicking on the task force number at the top left of the screen (Fig. 4.4). Select all the fighters in a fighter group by clicking on the fighter group's color at the top right of the screen.

Select a task force or fighter group from this panel. To select an individual capital ship, left-click on that ship.
NOTE: *You cannot give orders to individual fighters, only fighter groups.*

When you select a task force, the ships in that task force are highlighted on the Tactical Display. Note that the control panel on the right of the screen changes to reflect newly selected units. (This panel will be described in detail below.) Any orders you now give will apply to those units.

You can change which ships are assigned to which task force. To add a ship to an existing task force, select the task force, hold down the **CTRL** key and then click on the ship to add. To create a new task force, **CTRL**-select the ships to be in the task force, then click on the blank space next to the highest number on the task force panel at the top of the screen. A number appears in the blank space; that is now the number of the new task force.

Click on a number to select a task force, highlighting that task force's number.

Click on the next empty space to create a new task force made up of selected ships. For example, click here to create task force three.

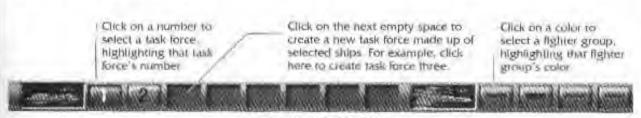Click on a color to select a fighter group, highlighting that fighter group's color.

FIG. 4.4 TASK FORCE PANEL

NAVIGATION POINTS

Navigation points are positions in space, represented on the display by colored pyramids (Fig. 4.5). There are four sets of navigation points. To view them, click on one or more of the **Navigation Point Set** buttons in the control panel on the right side of the screen. Each button toggles the display of its respective navigation set. You can have more than one navigation set displayed at a time. The four navigation point sets.

NOTE: Left-click to select things, right-click to target things.

To tell a ship or task force where to go, select the ship or task force, then right-click on the destination navigation point. The point changes color. You may wish to set a path. To do this, right-click on each point in turn while holding down the **CTRL** key. When battle begins, the ship will go to each point in the order you selected them. As the ship passes through each navigation point in its path, the color of the point returns to normal.

To remove a point from the point list, hold down the **CTRL** key while clicking on that point. To clear all the points, you must right-click on a nav point, then **CTRL**-click on the same nav point.

NOTE: If you are holding down the CTRL key to set a path, but each time you click on a point only that point is selected, it means you haven't selected a ship, task force, or fighter group to which to give the order to.

TARGETS

Each ship, task force, or fighter group can target specific enemy ships. To assign a target, first select the ship, task force, or fighter group. Next, right-click on the enemy ship to target. Currently selected targets are indicated by colored boxes around enemy ships.

NOTE: You can make the currently selected capital ship, task force, or fighter group attack the nearest enemy ship of the same type (fighter or capital ship) by simply pressing the SPACEBAR.

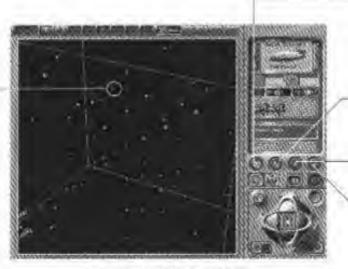Navigation points are positions in space, represented on the display by colored pyramids.

Navigation Point Set 1:
Points in this set are scattered far across the holocube, and aren't all visible unless you zoom out your display. This button turns on or off the display of the points.

Navigation Point Set 2:
These points are scattered broadly but don't extend as far as Set 1.

Navigation Point Set 3:
Points are closer in to the center of the cube.

Navigation Point Set 4:
Points are clustered very closely together.

FIG. 4.5 NAVIGATION POINTS

You can assign multiple targets to a ship, task force, or fighter group by holding down the **CTRL** key as you select the targets. To cancel a target, hold down the **CTRL** key and click on the target again. To remove all targets, **CTRL**-click on them or click on one and then **CTRL**-click to remove it. Ships, task forces, and fighter groups can have both a selected navigation point list and a selected target list. Ships will always complete their navigation point list *before* directly attacking their assigned targets. Targets are attacked in the order selected.

If you've been following along with this section and have set some navigation paths and targets for your fleet, now would be a good time to see the battle in action.

The Battle

All the time you've been assigning navigation points and targets to your fleet, the battle has been paused. Start the battle now by clicking on the **Resume Battle** button. Your fleet and the opponent's fleet start moving. Note the smaller, more maneuverable fighter groups —represented at the default magnification as colored dots—reach their targets faster than the capital ships. (White dots represent the enemy; others are colored according to group.) Task forces move at the speed of the slowest ship in the task force. Ships in a task force usually have similar capabilities. (You might want to rearrange your task forces so faster ships travel together.) Watch your ships as they follow the nav points you assigned. *NOTE: Navigation points are displayed for your benefit. You can turn off the navigation point display without affecting the path assignments.*

THE ATTACK

Once ships have their orders and you have released the **Pause Battle** button, ships begin to move. When an enemy target is within weapons range, a ship begins firing. You may pause the game at any time during the battle to give your ships new orders, or you may assign orders while the battle is playing.

Star Wars Rebellion's tactical game has animation and pyrotechnics to help you see what's going on. Shots are displayed while travelling to their target as red (Alliance) or green (Empire) dots. Ion bursts are represented as blue streaks. Small explosions appear on capital ships as they are hit. Some of the more sophisticated capital ships have tractor beams they can extend around an enemy ship to keep it in range. Tractor beams are displayed as a blue cloud surrounding a ship. A tractor beam makes it difficult for a ship to maneuver.

Sound effects are also important in the tactical game: you can hear shots being fired, ships moving, and explosions. In addition, your fleets notify you when key events happen. Fighter groups and task forces report losses when fighters or capital ships are destroyed. Audio effects also confirm new orders.

ASSESSING DAMAGE

How much damage a ship can take depends on its shield strength. How much damage a ship inflicts depends on its offensive capabilities. You can monitor how your ships— and your opponent's ships—are doing by examining the control panel on the right side of the screen (Fig. 4.6).

The monitor displays the status of a single ship. Use the arrows to scroll through the

Select previous ship
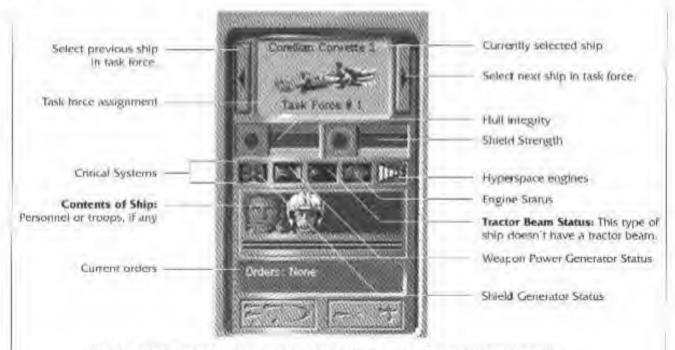in task force

Task force assignment

Critical Systems

Contents of Ship:
Personnel or troops, if any

Current orders

Corellian Corvette 1

Task Force # 1

Orders : None

Currently selected ship

Select next ship in task force.

Hull integrity

Shield Strength

Hyperspace engines

Engine Status

Tractor Beam Status: This type of ship doesn't have a tractor beam.

Weapon Power Generator Status

Shield Generator Status

FIG. 4.6 MONITOR FOR CURRENTLY SELECTED SHIP - THIS SHIP IS FULLY OPERATIONAL.

ships in a task force. To select a different ship, left-click on it on the Tactical Display, or select a different task force from the panel at the top of the screen.

The indicators show how each of the ship's functions are doing. Hull and Shield Indicators start out as a solid blue bar, indicating these components are fully functional. The Shield Indicator is especially important,

since shields protect other systems on the ship. When the hull or shield becomes damaged, the bar begins to turn red (Fig. 4.7). When the bar is completely red, it means the hull is destroyed or the shield is not protecting the ship at all (Fig. 4.8).

Each ship has a shield recharge feature. During battle you may notice the Shield Indicator gets a little red, then restores itself

Corellian Corvette 1

Task Force # 3

Red indicates percentage damage to shield

FIG. 4.7 SHIP WITH DAMAGED SHIELD

Corellian Corvette 1

Task Force # 3

FIG. 4.8 THIS SHIP IS BADLY DAMAGED IN ALL SYSTEMS.

to blue. If the ship is under heavy attack, the shield damage may occur faster than it can be recharged. When the bar is completely red, your ship is extremely vulnerable. NOTE: *Unlike other ship systems, the Shield Recharger may be damaged before your shields are knocked out.*

Once shields are gone, weapons recharge, tractor power, engines and hyperspace engines are all vulnerable. If these systems take damage or go out, it will be indicated on the monitor. These systems will repair themselves over time in the tactical game, but only very slowly, and only one system at a time.

> If the ship is being badly damaged, you may choose to try to make a strategic retreat rather than risk losing it altogether.

OBSERVING THE ACTION

Battles take place in three dimensions. **Star Wars Rebellion's** tactical game has several features to help you better observe the action. All of these options apply whether or not the game is paused.

HIGHLIGHTS

You can display green or red wireframes around all the ships aligned to each side by pressing the **Highlight Alliance Ships** or **Highlight Empire Ships** buttons on the Control Panel (Fig. 4.9).

Camera Controls

The camera at the bottom of the control panel adjusts your view of the action (Fig. 4.10)

Experiment with the camera controls until you are comfortable with their operation. This control has several features to help you follow the action. You can center the camera on the currently selected item by clicking on the button in the middle. This works for capital ships, task forces, fighter groups, and navigation points. You can remember a camera position and zoom, then recall them by clicking on **Memorize**. If you haven't remembered a camera location, the **Memorize** button restores the default camera view. The
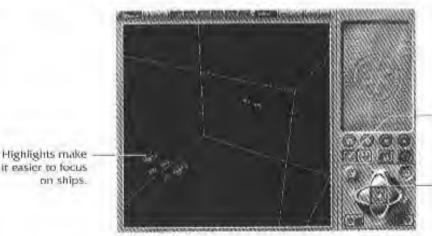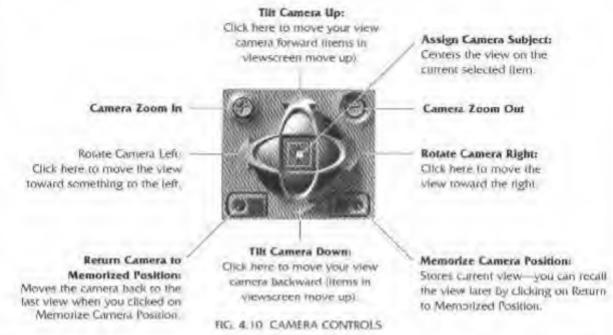
Highlights make it easier to focus on ships.

This button highlights or dims green wireframes around Empire ships.

This button highlights or dims red wireframes around Alliance ships.

FIG. 4.9 TACTICAL DISPLAY WITH SHIPS HIGHLIGHTED

Tilt Camera Up:
Click here to move your view camera forward (items in viewscreen move up)

Assign Camera Subject:
Centers the view on the current selected item.

Camera Zoom In

Camera Zoom Out

Rotate Camera Left:
Click here to move the view toward something to the left.

Rotate Camera Right:
Click here to move the view toward the right.

Return Camera to Memorized Position:
Moves the camera back to the last view when you clicked on Memorize Camera Position.

Tilt Camera Down:
Click here to move your view camera backward (items in viewscreen move up).

Memorize Camera Position:
Stores current view—you can recall the view later by clicking on Return to Memorized Position.

FIG. 4.10 CAMERA CONTROLS

following keyboard commands allow you to quickly adjust your camera view.

✦ To center the camera on the currently selected item, press **ENTER.**

✦ To follow a task force, press **F1-F8,** corresponding to Task Forces 1-8.

✦ To follow a fighter group, press **F9** for red, **F10** for blue, **F11** for green, and **F12** for gold.

✦ To rotate, use cursor arrow keys, and + or − keys to zoom in and out.

Maneuvers, Tactics, and Missions

You can assign maneuvers, tactics, or missions to your ships to give them greater autonomy. To make an assignment, first select the ship, task force or fighter group. Select an individual ship by left-clicking on it. Select multiple ships by holding down the **CTRL** key while left-clicking. To select a task force or fighter group, click on the task

force number or fighter group color button at the top of the screen. Next, select the **Maneuvers and Tactics** button or the **Select Missions** button (Fig. 4.11 and 4.12) to go to the appropriate assignment screen. All orders you give will apply to the selected unit or units.

MANEUVERS

Maneuvers specify an approach vector for your ships. Like navigation points, they specify the path your ship will take on its approach to a target. To assign a maneuver, first click on the **Maneuvers and Tactics** button. This brings you to the assignment panel shown on the next page (Fig 4.13).

Here are the available maneuvers and their descriptions. Maneuvers are assigned relative to the targeted enemy ships. If you do not select targets for your mission, maneuvers will plot a course relative to all of the enemy ships.

Select Missions:
Click to go to the Missions assignment screen.
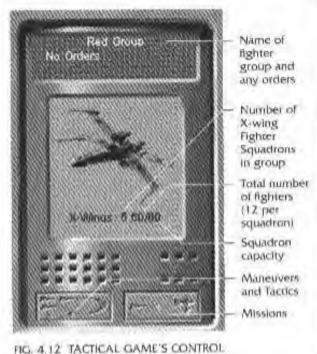
Select Maneuvers and Tactics:
Click to go to the Maneuvers and Tactics assignment screen.

Corellian Corvette 2

Task Force # 1

Orders: None

FIG. 4.11 TACTICAL GAME'S CONTROL PANEL (CAPITAL SHIPS)

Red Group
No Orders

X-Wings: 5 60/80

Name of fighter group and any orders

Number of X-wing Fighter Squadrons in group

Total number of fighters (12 per squadron)

Squadron capacity

Maneuvers and Tactics

Missions

FIG. 4.12 TACTICAL GAME'S CONTROL PANEL (FIGHTERS)

Visual Confirmation of Selected Maneuver:
A graphic representation of vector approach

Hammer

Anvil

Left Hook

Right Hook

Hold Position

Return to Ship Display screen without assigning orders.

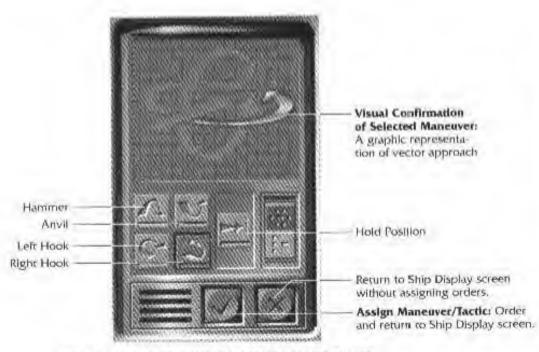**Assign Maneuver/Tactic:** Order and return to Ship Display screen.

FIG. 4.13 MANEUVERS YOU CAN ASSIGN TO YOUR SHIPS

✦ LEFT HOOK: Plots a course around the left side of the targeted enemy ships.

✦ RIGHT HOOK: Plots a course around the right side of the targeted enemy ships.

✦ HAMMER: Plots a course around the top of the targeted enemy ships.

✦ ANVIL: Plots a course around the bottom of the targeted enemy ships.

✦ HOLD POSITION: Makes the ship, task force, or fighter group stop in place. The ship will not attempt to maneuver relative to its target while the stop order is in effect.

Note that when you select a maneuver, the panel displays a graphic representation of the vector. After you select the maneuver, click the checkmark button to confirm your order. To cancel, click on the X button. *NOTE: Orders do not go into effect until you click on the checkmark.*

TACTICS

In assigning tactics to your ships, you are giving them basic target engagement range and strategy (Fig. 4.14).

✦ SURROUND: Form a spherical formation and order ships to surround their target at very close range.

✦ STAND OFF: Form a line abreast of ships and take advantage of a weapon range advantage, if present. Otherwise, stay out of your opponent's tractor beam range. *NOTE: Ships will use the Stand Off tactic by default.*

Missions

Assigning missions to your ships and fighter squadrons lets them independently decide which enemy ships to target. Autonomous target selection and engagement is useful if

— Surround

— Stand Off

— Return to Ship Display screen without assigning orders.

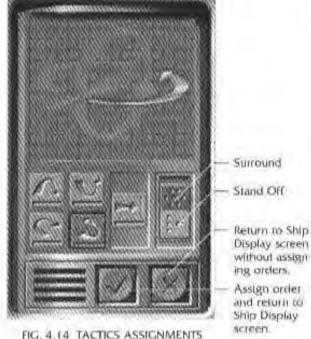— Assign order and return to Ship Display screen.

FIG. 4.14 TACTICS ASSIGNMENTS

you want to give your ships more local control while you remain in charge of the bigger picture. On the next page is the Assign Mission panel (Fig. 4.15).

✦ ATTACK CAPITAL SHIPS: Flies directly toward the most dangerous capital ship and engages until the ship is destroyed, then selects the next, most dangerous capital ship.

✦ ATTACK FIGHTERS: Attacks only fighters, continually attacking the most dangerous fighter squadron until all are destroyed.

✦ RECOVER: (Fighters only) Sends fighters back to their capital mother ship to dock. Recovered fighters cannot be given orders for the remainder of the battle.

✦ ATTACK DEATH STAR: (Alliance fighters only) Send fighters on a Death Star attack run. This can only be attempted if the Death Star is present, there is no Death Star shield generation present on the system, it is not
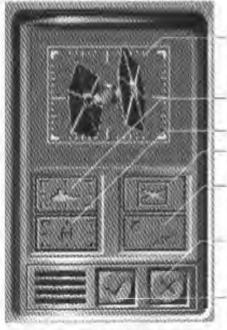
Visual
Confirmaion:
Graphic display
of mission

Attack Capital
Ship

Attack Fighter

Recover Fighters
(Fighters Only)

Attack Death
Star and Alliance
(Fighters Only)

Return to Ship
Display without
making assign-
ment.

Confirm mission
and return to
Ship Display.

FIG. 4.15 MISSION ASSIGNMENTS
FOR FIGHTERS AND CAPITAL SHIPS

under construction, and there are more
Alliance than Imperial fighters currently
launched. Only one fighter group at a time
may attempt the Death Star mission.

✦ ESCORT: The escort mission is very
important. It is the best way to protect large
ships from fighters. Select a task force, fight-
er group, or ship and then right-click on a
friendly ship. This will cause them to sur-
round the friendly ship and take opportunity
fire at nearby enemy vessels. The escorted
ship is indicated by a white box.

To cancel orders for the currently selected
ship, task force, or fighter group, bring up
the Maneuvers or Mission button, deselect
any selected orders and confirm without
choosing anything else.

BATTLE OPTIONS

At any time during tactical gameplay, you
can click on the Battle Options button on
the command panel to bring up the Battle
Options screen shown below (Fig. 4.16).
Below are descriptions of these options.

✦ WITHDRAW FROM BATTLE: This orders
your fleet to quit fighting and attempt to
leave the system. A confirmation dialog will
appear. This option is only available if there
is at least one hyperdrive-capable ship and
there is a neutral or friendly system to with-
draw to. Even so, if the enemy ships are
equipped with tractor beams or are very fast,
they may be able to prevent your retreat.
An enemy ship which can generate a gravity
well also prevents you from withdrawing.

Withdraw
from Battle

Simulate
Remainder
of Battle

Observe
Battle/
Take
Command
toggle

Game Options

Close

Battle
Options:
Click to
bring up this
Command
Panel.

FIG. 4.16 BATTLE OPTIONS

NOTE: *Most Imperial fighters need to dock on a capital ship to withdraw, they can't withdraw if there isn't enough docking space. TIE fighters are an exception; they have their own hyperdrive capabilities.*

✦ OBSERVE BATTLE/TAKE COMMAND: This button instructs the computer to control the battle while you observe. Click the same button again to take back control of your ships.

✦ SIMULATE BATTLE: This quits the tactical game and forces the strategic game to abstractly calculate the battle results from where the tactical engagement left off.

✦ CLOSE: Closes Battle Options panel.

✦ GAME OPTIONS: This takes you to the Game Options screen. Here you can set some game options.

NOTE: *Although the Game Options screen has a set of options relating to the tactical game, you cannot change the values. These options are only available if you come to this screen from the strategic Command Center or from the Shuttle Cockpit.*

AFTER THE BATTLE

Battle continues until one side destroys all of the opposing capital ships and fighters, or until one side withdraws. After the battle, the Battle Results window appears.

NOTE: *This window comes up at the end of every battle, even if you instructed the game to simulate the battle.*

At the Battle Results window (Fig. 4.17), you can analyze the battle losses for each side. Click on **Alliance Forces** to bring up a screen showing detailed losses and casualties for the Alliance side. Click on **Imperial Forces** to bring up a screen (Fig. 4.18), showing detailed losses and casual-ties for the Imperial side. Click on the **Go Directly To...** button to bring up a screen that lets you select the System window for the system where the battle took place, or the Fleet window for your fleet (unless it has been completely destroyed). In this screen (Fig. 4.18), you can select tabs to show detailed losses. Tabs let you choose whether to examine
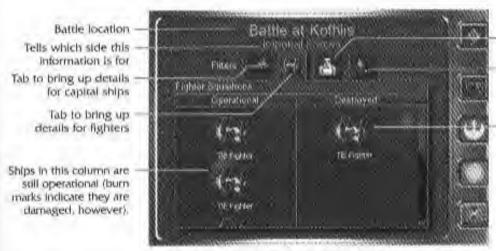

Battle location — Battle at Kothlis

Close window

Battle Summary (this screen)

Alliance Forces

Imperial Forces

The imperial fleet is victorious.

Kothlis is now under blockade by Imperial forces. The Alliance fleet has been completely destroyed.

Summary of battle outcome

Go directly to... (Fleet window or System Window)

FIG. 4.17 BATTLE RESULTS WINDOW

Battle location

Tells which side this information is for

Tab to bring up details for capital ships

Tab to bring up details for fighters

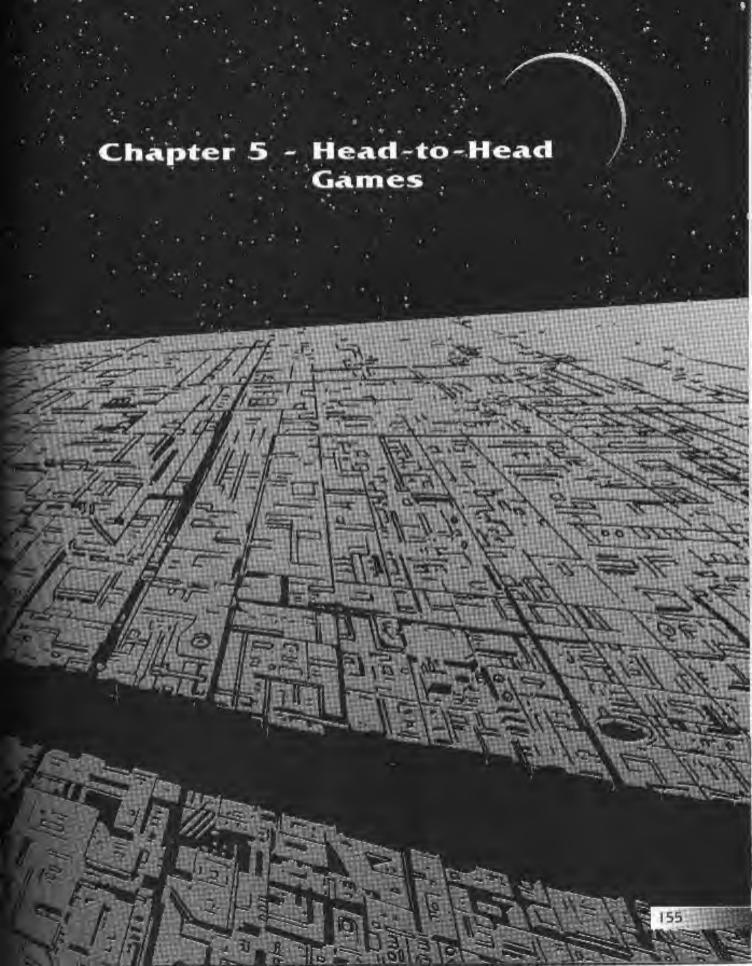Ships in this column are still operational (burn marks indicate they are damaged, however).

Tab to bring up details for troops

Tab to bring up details for personnel

Ships in this column were destroyed in battle.

FIG. 4.18 BATTLE DETAILS FOR INDIVIDUAL SHIPS AND PERSONNEL (IMPERIAL SIDE IS SHOWN.)

capital ships, fighters, troops, or personnel. Troops or personnel are likely to be injured, captured, or killed if the ship they are on is destroyed.

This wraps up **Star Wars Rebellion's** tactical mode. Learning these commands is just the beginning. Mastering tactical play may take many challenging hours. Good luck!

Chapter 5 - Head-to-Head Games

Multiplayer Games

Star Wars Rebellion allows two players to compete head-to-head over a Local Area Network (LAN), via modem, direct serial connection (using a null modem cable), or over the Internet. For head-to-head games, both players require a **Star Wars Rebellion** CD in their CD-ROM drives.

Playing on the Internet is easy with the Internet Gaming Zone (**www.zone.com**). The Internet Gaming Zone is a free service that allows you to find opponents and launch an Internet game automatically using your Web browser. For more instructions on using the Internet Gaming Zone, refer to the Playing **Star Wars Rebellion** on the Internet section.

Setting Up a Multiplayer Game

In the Shuttle Cockpit, click on the small panel at the lower left that depicts a Rebel soldier and an Imperial stormtrooper facing off (Fig. 5.1). This will take you to the Multiplayer Configuration screen (Fig. 5.2).

FIG. 5.1 MULTIPLAYER PANEL

Loading a Previously Saved Multiplayer Game

If you wish to load a saved game made while playing a multiplayer game, you will be able to load it from the Multiplayer Options screen. See the Multiplayer Options section for details.
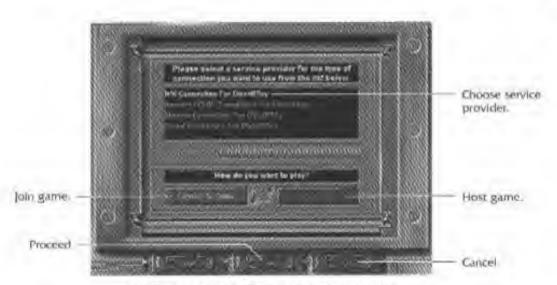
FIG. 5.2 MULTIPLAYER CONFIGURATION SCREEN

MULTIPLAYER CONFIGURATION SCREEN

This screen allows you to:

1 Choose from one of the available service providers. The provider that is currently selected appears in red.

+ IPX CONNECTION FOR DIRECTPLAY: IPX is a network protocol commonly used on a Local Area Network (LAN). If you are playing on an IPX-compatible network, choose this service provider.

+ TCP/IP CONNECTION FOR DIRECTPLAY: TCP/IP is the network protocol used on the Internet. LANs may use TCP/IP as well. If you are playing an Internet game, or are playing on a TCP/ IP LAN, choose this service provider.

NOTE: See the Playing Star Wars Rebellion over the Internet section for tips on playing over the Internet using the TCP/IP protocol or on the Internet Gaming Zone.

+ MODEM CONNECTION FOR DIRECT-PLAY: Select this service provider to play

Star Wars Rebellion over your modem with a friend. To play a game over a modem connection, make sure your modem is connected correctly and turned on before clicking **Modem Connection for DirectPlay.**

+ DIRECT SERIAL CONNECTION FOR DIRECTPLAY: Choose this provider to play a game between two computers over a direct serial connection. You need a null modem cable (or serial cable with a null modem adapter) connected to a free serial port on the backs of both computers.

2 Choose **Setup Game** to host a game, or **Connect to Game** to join an existing game. The currently selected option will be depressed and the text will appear dark.

3 When you have selected your options, click on the right arrow button at the bottom of the screen to continue. To cancel and return to the Shuttle Cockpit, click on the **X** button

Hosting a Game

If you chose Setup Game, you will see the Host Game screen (Fig. 5.3):

1 In the Player Name box, type a name or nickname for yourself. If you do not specify a name, it will default to your Windows 95 user's name.

2 In the Game Name box, type in what you would like to name your game. If you do not specify a name, it will default to your computer's name.

3 When finished, click on the right arrow button. This will take you to the Multiplayer

Options screen, Fig. 5.9, unless you are playing a direct modem or serial game. To go back, click the left arrow button. To cancel and return to the Shuttle Cockpit, click on the **X** button.

HOSTING MODEM GAMES

If you are hosting a direct modem game, you will be prompted with the following dialog box (Fig. 5.4):

Select your modem device from the pop-up list. We recommend that you leave your modem settings at their default config-
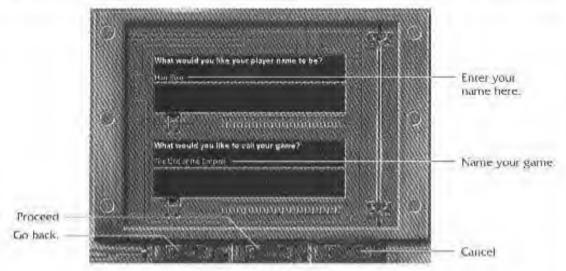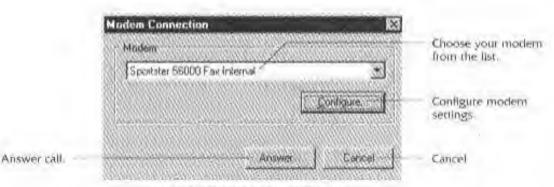

FIG. 5.3 HOST GAME SCREEN

Enter your name here.

Name your game.

Proceed

Go back.

Cancel

FIG. 5.4 MODEM ANSWER DIALOG

Choose your modem from the list.

Configure modem settings.

Answer call.

Cancel

uration. Click the **Answer** button to wait for a call from your opponent. Once the call is received, you will be taken to the Multi-player Options screen (Fig. 5.9).

HOSTING DIRECT SERIAL CONNECTION GAMES

If you are hosting a direct serial game, you will see a dialog box (Fig. 5.5). Choose the communications (COM) port that corresponds to the serial port that the null modem cable is connected to (usually COM 1 or COM 2). We recommend that you use the default configuration for Baud Rate, Stop Bits, Parity, and Flow. Click **OK** to continue to the Multiplayer Options screen.

See the Troubleshooting Guide or the Technical Support section of the LucasArts

Web site (**www.lucasarts.com/support**) for more information on setting up and testing a direct serial connection.

Joining a Game

If you chose Connect to Game, you may be prompted for connection information, depending on which service provider you chose. A dialog box will appear if you selected TCP/IP, modem, or direct serial play. Enter the necessary information to proceed to the Join Game screen (Fig. 5.8).

JOINING TCP/IP GAMES

If you are joining a TCP/IP game, the following dialog box will appear (Fig. 5.6). For Internet play, you must enter the IP address of the computer that is hosting the
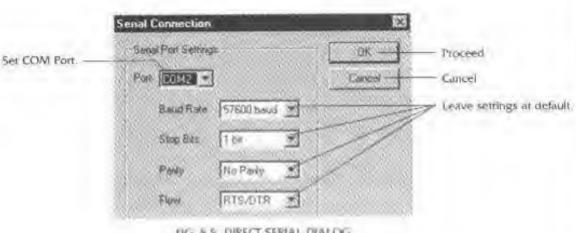
FIG. 5.5 DIRECT SERIAL DIALOG

FIG. 5.6 TCP/IP DIALOG

game and click **OK** to proceed to the Join Game screen (Fig. 5.8). (The host will need to identify his or her IP address and give it to you before you try to connect.)

See the Playing **Star Wars Rebellion** over the Internet section for tips on playing over the Internet using the TCP/IP protocol and instructions for playing on the Internet Gaming Zone.

NOTE: If you are playing on a TCP/IP LAN, leave the box blank and click OK. Direct-Play will search for TCP/IP configured hosts over your local network.

JOINING MODEM GAMES

If you are joining a modem game the following dialog box (Fig 5.7) will appear. You must

the Serial Connection dialog box (Fig. 5.5), then choose the COM port that corresponds to the serial port that the null modem cable is connected to (usually COM 1 or COM 2). We recommend that you use the default configuration for Baud Rate, Stop Bits, Parity, and Flow. Click **OK** to continue to the Join Game screen.

Join Game Screen

This screen (Fig. 5.8) allows you to choose your name or nickname for the game session and choose which game to join.

1 In the Player Name box, type a name or nickname for yourself. If you do not specify a name, it will default to your Windows 95 user's name.

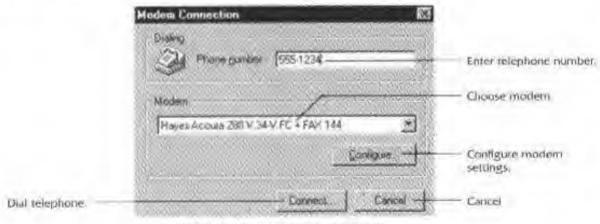| Dialog | | Enter telephone number. |
Phone number 555-1234		
Modem		Choose modem
Hayes Accura 288 V.34-V.FC + FAX 144		
Configure		Configure modem settings.
Dial telephone. Connect... Cancel		Cancel

FIG. 5.7 MODEM CONNECT DIALOG

enter the phone number of the person hosting the game and specify your modem device from the pop-up list. Click **Connect...** to dial the phone. When you are connected, you will be taken to the Join Game screen (Fig. 5.8).

JOINING DIRECT SERIAL CONNECTION GAMES

If you are joining a direct serial game, open

2 Select the game you wish to join. Unless you are playing on a LAN where others may be playing **Star Wars Rebellion**, there will only be one game name listed.

3 When finished, click on the right arrow button. This will take you to the Multiplayer Options screen (Fig. 5.9). To go back, click the left arrow button. To cancel and return to the Shuttle Cockpit, click on the X button.
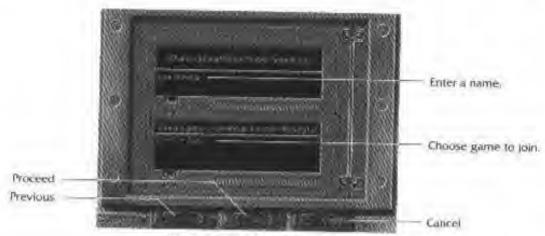
Enter a name.

Choose game to join.

Proceed

Previous

Cancel

FIG. 5.8 JOIN GAME SCREEN

Choose your side.

Choose galaxy size
(standard, large or huge).

Choose game length.

Load multiplayer
saved game.

Type chat messages.

View chat messages
and game settings.

Start Game (Host)

Previous

Cancel

FIG. 5.9 MULTIPLAYER OPTIONS SCREEN

Multiplayer Options

This screen allows the host to select the game
parameters and load a previously saved game.
This screen also lets both players chat with
each other before the game is started.

As the host, you must select game parameters on the Multiplayer Options screen (Fig. 5.9).
1 Choose which side you want to play, the
Galactic Empire or the Rebel Alliance. Click
the red symbol for the Rebel Alliance or the
green symbol for the Galactic Empire.

2 Choose a galaxy size. The choices are
standard, large, and huge.
◆ STANDARD GALAXY is made up of 10
sectors, each with 10 systems, for a
total of 100 systems.
◆ LARGE GALAXY is made up of 15
sectors, each with 10 systems, for a
total of 150 systems.
◆ HUGE GALAXY is made up of 20
sectors, each with 10 systems for a
total of 200 systems.

3 Choose Standard Game or HQ Only Victory.

✦ STANDARD GAME: Capture and hold enemy's base planet and key personnel for victory. To win in a standard game, you must capture the system that contains the opposing side's base *and* capture the two leaders of the opposing side.

• **Rebel Win Conditions:** Capture Coruscant *and* capture Emperor Palpatine and Darth Vader.

• **Imperial Win Conditions:** Destroy the Rebel headquarters *and* capture President Mon Mothma and Luke Skywalker.

✦ HQ ONLY VICTORY: Capture the headquarters only for victory.

• **Rebel Win Conditions:** Capture Coruscant.

• **Imperial Win Conditions:** Destroy the Rebel headquarters.

4 Use the Compose Chat Message window (Fig. 5.11) to exchange messages back and forth with your opponent. To chat, click your mouse in the space to the right of **Chat>**, then type your message. Press **Enter** to send it. Messages will appear in the Chat window.

5 When finished, click on the checkmark button at the bottom of the screen to start the game. To go back one screen, click the left arrow button. To cancel and return to the Shuttle Cockpit view, click on the X button.

LOAD A SAVED MULTIPLAYER GAME

To load a previously saved multiplayer game, go to the Multiplayer Options screen and click the **Load Game** button to bring up the Game Options screen. This button will only be available if you have saved a game from a previous session with your current opponent. If you are loading a saved game, it will use the game size and difficulty settings from your previous game. You will not need to choose them again unless you are starting a new game. See the Save Game/Load Game section for more information on saving and loading games and using the Game Configuration screen.

Multiplayer Game Features

In addition to the single player game features, the following features are available in a head-to-head game:

MESSAGES (CHAT)

This feature gives you the ability to send messages or taunts to your opponent while in the Galactic Information Display. These chat messages are processed through SD-7 or R2-D2's messaging system.

To send or view a message, click on **SD-7** or **R2-D2** to bring up the Display Message Index (see Fig. 5.10).

Click the **Chat Messages** tab to display any incoming chat messages. Double-click a message to view it.

Click the button on the bottom right-hand side of the window to send a message to your opponent. The Message window will be displayed allowing you to type and send your message (see Fig 5.11).

GAME SPEED

The game speed can be adjusted by either player during head-to-head play. However,

Show chat messages.

Incoming message

Delete selected messages.

Select all messages.

Compose chat message.

FIG. 5.10 DISPLAY MESSAGE INDEX

Close button

Return to Display Message Index.

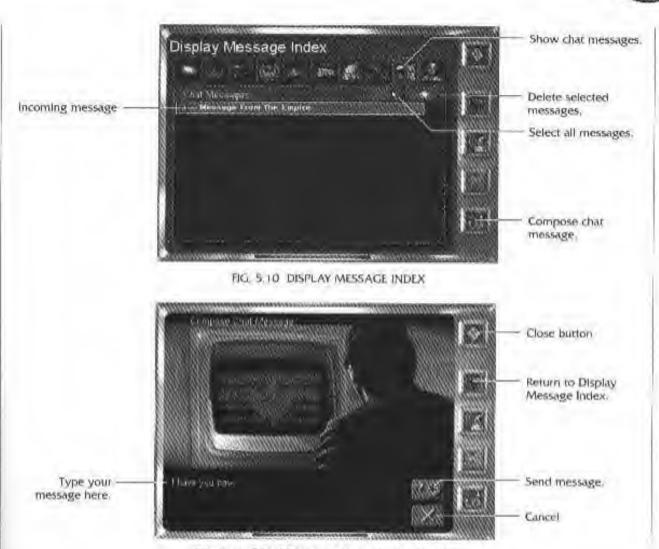Type your message here.

Send message.

Cancel

FIG. 5.11 COMPOSE CHAT MESSAGE WINDOW

the game plays at the slowest speed set on either computer. The available speeds are: Pause, Very Slow, Slow, Medium, and Fast.

PAUSING THE GAME

If you need to pause during a head-to-head match, simply bring up the Game Options Screen. Your opponent will receive a Waiting for Opponent message, until you return to the game. Alternately, you can choose to pause on the Game Speed menu

until you are ready to play. Then just click on the checkbox to resume play.

SAVING YOUR MULTIPLAYER GAME

To save your multiplayer game, follow the same procedure as you would to save a single player game. See the Save Game/Load Game section for details. In multiplayer games, only the host player can save the game. **Star Wars Rebellion** will create a

Head-to-Head Games

saved game on both computers in the same saved game slots.

Playing Star Wars Rebellion on the Internet

Star Wars Rebellion uses DirectPlay, the multiplayer component of DirectX 5.0. DirectPlay has support for TCP/IP, the network protocol used on the Internet. This means that you can challenge a friend to a Star Wars Rebellion game anytime, provided you have access to the Internet via an Internet Service Provider (ISP).

GETTING STARTED

For the latest information about Star Wars Rebellion and other LucasArts multiplayer games, check out the Rebel HQ Web page at www.rebelhq.com. Here you will find updated information and news about your favorite LucasArts multiplayer games, as well as links to the LucasArts section of the Internet Gaming Zone.

To find opponents for an Internet game, you can join the Internet Gaming Zone. Once you have the Zone software installed and a free membership set up with the Zone, you can play Star Wars Rebellion on the Internet anytime you wish. You don't need to use the Internet Gaming Zone to play the game online, but it simplifies the process of finding players and joining Internet games.

We've also provided some useful information to help you play Star Wars Rebellion directly over the Internet without the Internet Gaming Zone, in case you don't have Internet Explorer or just want to set up your own game. You'll also find a Glossary

of Internet-Related Terms. If you are not familiar with a term or acronym used in this manual, refer to the Glossary.

PLAY ON THE INTERNET GAMING ZONE

The Internet Gaming Zone is a free Internet game matchmaking service that allows online players to meet up with other players from around the world and launch supported games, such as Star Wars Rebellion, quickly and easily. All you need is an account with an Internet Service Provider and Microsoft Internet Explorer 3.02 (or later).

To join the Internet Gaming Zone:

1 Connect to your Internet Service Provider.
2 Launch Internet Explorer.
3 In the Address box of your Web browser, type www.zone.com and press Enter.
4 Once you are at the Internet Gaming Zone's welcome page, click New Player Sign-Up. Enter the necessary member information and follow the instructions for downloading or upgrading the Zone software.
5 You may be asked to reboot your computer when the download has completed.

To play the game in the Zone:

1 Make sure Star Wars Rebellion and the Internet Gaming Zone software have been properly installed on your system.
2 Place the Star Wars Rebellion CD in your CD-ROM drive but don't start the game. If the game's Launcher comes up, you can close it.
3 Connect to your Internet Service Provider and launch Internet Explorer.
4 In the Address box of your Web browser, type www.zone.com and press Enter.
5 Once you are at the Internet Gaming Zone's welcome page, click Play Games Now! and

enter the Member ID and password that you chose during registration.

6 This will take you to the Gaming Zone's home page. Choose the **Games List** and pick **Star Wars Rebellion** from the **Strategy Games** category to enter the **Star Wars Rebellion** room.

7 Choose one of the **Star Wars Rebellion** ZoneMatch lobbies on the right to enter it and find players.

8 Move your mouse to one of the game squares. Click the **Host** button on any unoccupied game square to host a game or click **Join** to add your name to the list of players in an occupied square.

9 Next to each player's name there will be an Internet latency indicator. This meter tells you the quality of your connection to other players. The Zone will routinely update this indicator to reflect all Zone members' current connection qualities. It is recommended that you only join games in which the other player has a green indicator. This chart shows what the colors of the meter represent:

BLACK	= Unknown (The Zone has not updated this player's status yet.)
RED	= Poor Connection
YELLOW	= Average Connection
GREEN	= Good Connection
2 GREEN	= Best Connection

10 Once any player has selected to host a game, they must wait in that square until another player has joined. Whenever the host is ready, he or she can initiate the game by clicking **Play**, and **Star Wars Rebellion** will be launched automatically on both player's machines.

11 Follow the instructions on page 161 for setting the multiplayer game options and

starting the game.

12 If you are done with a **Star Wars Rebellion** gaming session, and you wish to start a new Internet game, simply exit from the game to return to the Internet Gaming Zone, then click **Resume** to rejoin the players in the lobby.

HOSTING YOUR OWN INTERNET GAME

This section explains the process for hosting and joining Internet games without a matchmaking service such as the Internet Gaming Zone.

Setting up your own Internet games can be somewhat difficult for less-experienced Internet users. If you have trouble, try playing **Star Wars Rebellion** on the Internet Gaming Zone. It simplifies the connection process and provides a place to meet other players.

Advanced users will probably be able to find players in a **Star Wars Rebellion** room using an IRC Chat program. In an IRC Chat room, you can arrange a game and exchange the IP Address, as mentioned in step 3 below. Please consult the Glossary for more information on IRC.

Suggested steps for hosting an Internet game:

1 Connect to the Internet.

2 Determine your IP Address. This number is usually different each time you connect. You can use the IP Configuration Viewer (included with Windows 95) to determine your IP Address. See the section below entitled Useful Internet Utilities Included with Windows 95 for details.

3 You will need to give your current IP Address to someone interested in joining

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your game. If you are playing with a friend, you could e-mail him or her this number or call (if you have access to a phone that isn't tied up by your connection to the Internet).

4 Launch **Star Wars Rebellion** and choose to host a TCP/IP multiplayer game by following the host game instructions on page 158.

5 Once the game is active and you are waiting in the Multiplayer Options screen, your opponent will be able to join using the IP Address you provided. Just wait until he or she shows up in the game.

Suggested steps for joining an Internet game:

1 You must obtain the IP Address of the computer hosting the game before playing. You could arrange the game online through an IRC Chat program or obtain the address via e-mail or other means. This number will usually change every time the host connects to the Internet.

2 Launch **Star Wars Rebellion** and choose to join a TCP/IP multiplayer game by following the join game instructions on page 159.

3 Select the TCP/IP protocol as your service provider.

4 Enter the IP Address when prompted and click **OK**. Be sure to enter the number exactly and include periods to separate the numbers. A valid number will look something like this:

199.3.89.200

5 Once you have entered a valid IP Address and clicked **OK**, **Star Wars Rebellion** will search for the game. If the game isn't found, click the left arrow button to go back and try again. Carefully re-enter the IP Address.

6 When the game is found, click the game name, then click the right arrow button to

connect and proceed to the Multiplayer Options screen.

Useful Internet Utilities Included with Windows 95

✦ IP CONFIGURATION VIEWER: This utility allows you to view your TCP/IP settings, such as your IP address. To join an Internet game, you will need to know the IP Address of the computer hosting the game. The host can use the IP Configuration Viewer to identify his or her IP address and give you this number so that you can find the game on the Internet.

To obtain your IP address:

1 Connect to your ISP.

2 Click the **Start** button.

3 Then click **Run**.

4 Type **WINIPCFG**, and press **Enter** to display the IP Configuration Viewer.

5 Click the arrow to the right of the drop-down box and select **PPP Adapter** from the list (if necessary).

6 Make note of the number in the IP Address window. This is your current Internet IP address. You will need to give this number to someone who wishes to join your Internet game. This address will usually change every time you disconnect and re-connect to your ISP. You can now minimize the viewer and your IP address will be displayed on the taskbar.

✦ PING COMMAND: You can use the DOS-based PING command to determine latency between you and the host.

To use the PING command:

1 Click on the **Start** menu, then choose **Programs**.

2 Click **MS-DOS Prompt** to open up a DOS window.

3 At the MS-DOS Prompt, type **Ping** followed by the IP address of the host and then press **Enter**.

For example:

C:\Windows>ping 199.3.89.200 <Enter>

You will then see something like this:

```
Pinging 199.3.89.200 with 32 bytes of data:

Reply from 199.3.89.200: bytes=32 time=295ms TTL=128
Reply from 199.3.89.200: bytes=32 time=302ms TTL=128
Reply from 199.3.89.200: bytes=32 time=41ms TTL=128
Reply from 199.3.89.200: bytes=32 time=290ms TTL=128
```

The PING command will "ping" the host four times and return the above information. The number following "time=" is your latency. An average latency of 500 ms (milliseconds) or less is generally acceptable for playing the game, but the lower this number is the better your game experience will be. A "Ping time" of 300 ms or less (average) is optimal for playing the game.

NOTE: If you get Request timed out *message one or more times while pinging a host, you will likely experience poor performance while playing with that host. Try reconnecting to your ISP and pinging again to see if your connection improves.*

Internet Performance Tips

✦ YOU NEED A QUALITY CONNECTION TO THE INTERNET. The Internet is always changing and is unpredictable by nature. If you have performance problems while playing online, disconnect from your ISP and reconnect to get a better connection. If you do this, remember your IP address will change. You may

also have a better experience by playing at other times of the day or night, when the Internet is less congested. Some commercial membership online services that offer Internet access may not perform adequately. An independent or local Internet Service Provider will generally offer the best performance.

✦ CONNECT TO THE INTERNET USING YOUR MODEM'S HIGHEST SPEED POSSIBLE. When you connect to your ISP, you will see a message **Connected at 28800** bps or something similar.

✦ IT IS IMPORTANT TO HAVE A LOW LATENCY CONNECTION. A latency of 500 ms or less between players is acceptable; it is recommended that you have an average latency of 300 ms or less. Refer to the PING command in the Useful Internet Utilities Included with Windows 95 section for more information. Some online membership services that offer access to the Internet (through their proprietary dial-up services) have high latency and may not perform well with **Star Wars Rebellion**.

Glossary of Internet-Related Terms

ActiveX: This is a technology developed by Microsoft to allow active animation and other active content within any Web page that uses the technology. To view a Web page that uses *ActiveX*, your Web browser must have *ActiveX* support. The Internet Gaming Zone uses an *ActiveX* lobby and thus requires an *ActiveX*-compatible browser.

Bandwidth: The amount of data that can be transmitted or received in a given amount of time. For example, a 28.8 modem can send and receive at 28.8 kbps (kilobits per second) and an ISDN card can transmit at speeds ranging from 56 Kps (Kilobytes per second) to 128 Kps.

Client *(also see Host):* In multiplayer gaming, a client refers to a person who is joining a network game that has been created by another player. The player that creates the game is referred to as the host (or server).

DirectX: DirectX is the API (Applications Programming Interface) that **Star Wars Rebellion** uses to access your computer's hardware. *DirectX* has been developed by Microsoft to integrate into the Windows 95 operating system and provides games with a standard method of direct access to the advanced features of your computer's hardware, without having to develop specifically for that hardware. *DirectX* is made up of: *DirectDraw* for 2D display capabilities, *Direct3D* for 3D display, *DirectSound* for sound capabilities, *DirectPlay* for multiplayer capabilities, and *DirectInput* for input devices such as mice, keyboards, and joysticks.

Host *(also see Client):* The host is the computer that creates the multiplayer game for others to join. The host's computer also handles a lot of the chores associated with communication between participants in a multiplayer game.

Internet: The Internet is an internetwork, or network of smaller networks that spans the entire globe. Since its inception in the 1970s, the Internet has grown to epic proportions and, in essence, has become a public network.

IP Address (Internet Protocol Address): This is a number that is assigned to all computers on a TCP/IP network. Your ISP assigns one of these to you whenever you connect to the Internet. You should use the IP Configuration Viewer to obtain this number if you are hosting an Internet game. Refer to the IP Configuration Viewer in the Useful Internet Utilities Included with Windows 95 section for more information.

IPX (Internetwork Packet Exchange): This network protocol used in Novell Netware-compatible networks. It is the most commonly used protocol for LANs. Some commercial gaming services such as Kali and Internet Gaming Zone's ZoneLAN allow IPX games to be played over the Internet using custom software. This software converts IPX packets to TCP packets for transmission over the Internet. **Star Wars Rebellion** is supported directly by the

Internet Gaming Zone, so there is no need to play it using ZoneLAN.

IRC (Internet Relay Chat): Using an IRC program (not included with **Star Wars Rebellion,** but available as shareware from many sources on the Internet), you can connect to chat rooms across the country. It is likely that you can find chat rooms dedicated to Internet gaming or specifically, **Star Wars Rebellion,** in which you can exchange IP Addresses and arrange Internet games.

ISP (Internet Service Provider): A company or service that provides local dial-up access to the Internet over a modem, usually for a monthly fee. Some online services offer Internet access as part of a number of services. These types of ISPs may not be adequate for online gaming due to the inherent latency caused by the overhead of their proprietary services.

LAN (Local Area Network): Two or more computers connected together with network adapter cards and network cable.

Latency: Latency, or Internet lag as it is commonly referred to, is a measure (in milliseconds) of the amount of time that it takes for data to travel from one computer to another and back, over a network or the Internet. This lag time can be measured using the PING command. (See the Useful Utilities section for more information on the PING command and latency). Latency is usually not an issue on a Local Area Network, but on the Internet, excessive latency can cause game performance to degrade substantially. When playing any

game over the Internet, it is important to have a low latency connection. High latency can cause poor multiplayer performance and can decrease stability.

Network Protocol: This is the method, or language, that computers use to communicate with each other over a network or the Internet. For computers to be able to communicate over a network, they must share a common protocol. It is common for Windows 95 computers to use more than one protocol at the same time for compatibility with various networks. Common protocols are IPX, NetBEUI, and TCP/IP.

Packet: A single unit of data sent over a network or the Internet. When computers communicate with each other, they group their data into a form called a packet. Each packet of information is then addressed so that it can find its way to the intended recipient. Games work best if each packet sent by the game is received intact and in a timely manner. On overcrowded networks or the Internet, packets can get lost or dropped. In this case, the packet is re-sent, requiring extra work for the sending computer and creating more data that needs to be sent through your modem. Excessive dropped packets can cause performance problems during gameplay, and strange phenomena can occur. Try playing at different times to avoid prime-time congestion of the Internet and you will most likely see better performance.

Ping: This is a DOS command line program (included with Windows 95) that allows you to measure latency between your com-

puter and another computer on a TCP/IP network or the Internet. It sends a small amount of data to an IP Address you specify and awaits a response. When i. gets a response from the other computer, it will display (in milliseconds) how long it takes for the data to make the trip over the network. This is called "pinging" the host.

PPP (Point-to-Point Protocol): You must have a PPP account with an Internet Service Provider (ISP) to play **Star Wars Rebellion** on the Internet. If you can browse the Web, you most likely have this type of account.

TCP/IP: This is a network protocol used on LANs and the Internet. You need this protocol loaded and configured properly to play TCP/IP games on the Internet. If you are connected via modem, you should have this protocol configured for use with a Dial-Up adapter. We recommend that you use Microsoft's TCP/IP protocol that is supplied with Windows 95. Third party TCP/IP software has not been fully tested with **Star Wars Rebellion.**

REBELLION